Bestiary

Introduction

Even before demons started pouring from Fade rifts, southern Thedas had seen more than its fair share of turmoil and bloodshed. The mage rebellion has caused great instability in Ferelden, prompting refugees to flee their homes as they attempt to escape the war between the mages and templars. A civil war has been equally destructive in Orlais, as Empress Celene clings to power, challenged by her own cousin, Grand Duke Gaspard.

Now an unknown threat has torn a hole in the sky, allowing demons to cross over from the Fade. But instead of putting their differences aside and focusing on the Breach, a threat to the whole world, the warring parties are more concerned with winning their relatively petty conflicts. It is only the Inquisition who stands as a stabilizing force in southern Thedas, determined to close the Breach and restore order. But the world is not a safe one—dangers lurk in every wilderness, be it from creatures, demons, or humans. Travel forth with great caution and careful preparation.

Note

When discussing immunities in this chapter, the Physical Effects category includes stun, knockdown, interrupt, and knockback. Also, a creature's health modifier is relative to the global health amount for that particular level. Foot soldiers are always 1x, so this can be explained relative to their health. For example, a bruiser has 1.75x a foot soldier's health at equal level.

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Bestiary

Common Foes

Whether confronting bandits, mercenaries, or soldiers affiliated with a hostile army, you're likely to face these common units in combat. While their allegiances may differ, their basic combat doctrine and stats remain the same. But don't become complacent. Level ranges differ greatly depending on the locale your party is exploring—for example, an archer you face in the Hinterlands will be at a lower level than one you face in the Hissing Wastes. Higher-level enemies perform the same but are much tougher to kill and inflict more damage with each successful strike. Proceed with caution.

Archer

Locale: Various

Level Range: 4-30

Health Modifier: 0.75

Armor: Low

Resistances: None

Vulnerabilities: None

Immunities: None

“Few soldiers have the skill or strength to make good use of a longbow. Respect those who do. Against such an enemy, cover is the only defense. Move quickly across his field of vision, forcing him to compensate for movement. Do not charge directly unless your allies can distract him. A fully drawn longbow can drive an arrow through a chevalier’s plate at a hundred yards. A fight between an archer and a chevalier is a test of cunning versus patience. We are too often patient—heavily armored as we are—and faced with lightly armored foes who would harass us. While archers frustrate me as they do most chevaliers, it is good that we fight them, so we remember how to be cunning, how to break an opponent’s patience.”

— An excerpt from *A Meditation Upon the Use of Blades*, by Swordmaster Massache de Jean-Mien, required reading at the Academie des Chevaliers

Tip

Archers can be deadly if not dealt with quickly. Make it the priority of your ranged party members to take out these enemies at the beginning of a battle. If you don’t deal with archers soon, they’ll slowly drain the health of your party members, one arrow at a time.

Bruiser

Locale: Various

Level Range: 8-30

Health Modifier: 1.75

Armor: Very High

Resistances: None

Vulnerabilities:

- Electricity

Immunities:

- Physical Effects
- Fear*
- Paralyze*
- Freeze*
- Sleep*
- Taunt*
- Snare*

* Only when enraged

"You must watch the weapon, but only to gauge its length. Otherwise, as in all fights, the opponent's hips and shoulders will tell his intent. The great weapons are dangerous only when moving or poised overhead to strike down. You must give ground, but only against the true threat. If he advances but is not truly prepared to strike, you must rush in, cut him, and withdraw to your guard before his blow is ready. It may take 10 cuts to kill him. Even after the ninth, he may cleave your head from your body if you do not respect the distance he can cover."

— An excerpt from *A Meditation Upon the Use of Blades*, by Swordmaster Massache de Jean-Mien, required reading at the Academie des Chevaliers

Tip

Use warrior abilities like Shield Bash and Break Their Spirit (War Horn) to break through a bruiser's guard.

Foot Soldier

Locale: Various

Level Range: 4-30

Health Modifier: 1

Armor: Average

Resistances: None

Vulnerabilities: None

Immunities: None

“When engaging with such an opponent, respect his speed. His hands and feet will move a great deal; ignore them. Watch his hips and shoulders instead. First deny what advantage he has in his allies or environment, unless you have trained equally in such matters. Once you control his weapon, overwhelm him. He has no shield, and you need not fear a second blade.”

— An excerpt from *A Meditation Upon the Use of Blades*, by Swordmaster Massache de Jean-Mien, required reading at the Academie des Chevaliers

Guardsman

Locale: Various

Level Range: 4-30

Health Modifier: 1.25

Armor: High

Resistances: None

Vulnerabilities:

- Electricity

Immunities: None

“Your goal is not the shield, but the man behind it. Circling or locking shields may gain you an advantageous position. Failing that, rain blows upon his defenses until he tires and his guard grows sloppy. If you are neither skilled enough to slip past him nor fit enough to wear him down, you will most likely die.”

— An excerpt from *A Meditation Upon the Use of Blades*, by Swordmaster Massache de Jean-Mien, required reading at the Academie des Chevaliers

Tip

Flanking is essential when dealing with these shield-bearing enemies. Use a warrior to taunt while the rest of your party flanks, striking the guardsman from the sides or rear.

Mage

Locale: Various

Level Range: 8-30

Health Modifier: 1

Armor: Low

Resistances: None

Vulnerabilities:

- Fire*
- Cold**
- Electricity***

Immunities:

- Sleep
- Fear*
- Paralyze***
- Freeze**
- Burning*
- Shocked***
- Chill**

Elemental Attack:

- Cold, Fire, or Electricity

* Fire mage is resistant to fire and immune to burning and fear.

** Ice mage is resistant to cold and immune to chill and freeze.

*** Lightning mage is resistant to electricity and immune to shock and paralyze.

“If you fight with a mage, you must close with him, regardless of the danger, or risk being overwhelmed. A mage’s strike rarely hits with the force of a trained chevalier’s blade, but it often carries unnatural energies: fire that boils a man inside his armor, lightning that steals the strength from his limbs, and so forth. To hold back is to give him time to alter the battlefield to his advantage in some fashion, whether he summons a wall of ice, a demonic ally, or magical flames that strengthen the blades of his guards. We know that the warrior who controls the battlefield is most often the victor. You must keep him reacting to you and continue your attack.”

— An excerpt from *A Meditation Upon the Use of Blades*, by Swordmaster Massache de Jean-Mien, required reading at the Academie des Chevaliers

Tip

Mages are most vulnerable to physical attacks. Rush them with your warriors and dual-wield rogues to deal heavy damage. Just watch out for any glyphs on the ground around the enemy mage.

Prowler

Locale: Various

Level Range: 4-30

Health Modifier: 1

Armor: Average

Resistances: None

Vulnerabilities: None

Immunities:

- Fear
- Sleep
- Snare

“A skirmisher will strike by surprise, relying upon allies to draw your attention. In a great battle with many troops on each side, you must assume that the enemy has such skirmishers within its ranks. Once you know such an enemy opposes you, be vigilant and remember that you wear more armor than he does. He will hide; do not enter the shadows, where he is strongest, to pursue him. He will harass you at range; do not take the bait he offers. A chevalier deserves a better death than a poisoned dagger in his unprotected armpit, and such is the death of those who grow impatient while chasing enemies they deem beneath their honor. Be calm, be methodical, and wait for your opponent to yield to fear of your blade and shield. When he does, he will convince himself that he can attack you directly, that his blades are fast enough to slip past your shield. Then he will move, and then you may kill him.”

— An excerpt from *A Meditation Upon the Use of Blades*, by Swordmaster Massache de Jean-Mien, required reading at the Academie des Chevaliers

Tip

Prowlers rely on the Stealth ability to sneak up on their opponents. Once they’re identified, deal with these pesky enemies as soon as possible. Otherwise their devastating flanking attacks will take a serious toll.

Spellbinder

Locale: Various

Level Range: 4-30

Health Modifier: 1

Armor: Very Low

Resistances:

- Fire*
- Cold**
- Electricity***

Vulnerabilities: None

Immunities:

- Sleep
- Fear*
- Paralyze***
- Freeze**
- Burning*
- Shock***
- Chill**

Elemental Attack:

- Cold, Fire, or Electricity

* Fire spellbinder is resistant to fire and immune to burning and fear.

** Ice spellbinder is resistant to cold and immune to chill and freeze.

*** Lightning spellbinder is resistant to electricity and immune to shock and paralyze.

“These ‘spellbinders,’ as they call themselves, bind many simple spirits, usually to books or other easily compartmentalized objects set with runes, and they have stripped the interaction with spirits of its importance, reducing it to a mere mechanical exercise. That such magic is useful to the spellbinder, I do not argue. Although the power contained in these objects is difficult to focus, the diffused magic can easily distribute energy across a broad area, augmenting the mage's allies. The spellbinders insist that no individual spirit is capable of breaking their bindings, and that the spirits cannot cooperate well enough to escape together. Furthermore, they maintain that because the bindings are all tied to the spellbinder personally, there is no risk of these enchanted books falling into the wrong hands. Still, the books are in their hands, and I am concerned."

— An excerpt from *Life Among the Dead*, by Enchanter Rodomonte Van Heigl, senior member of the Mortalitasi

Tip

Spellbinders can teleport from one location to another. To reduce their mobility, hit them with ranged attacks that knock them off their feet—this allows your warriors to close in and land heavy blows.

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Bestiary

Demons

Following the tragic events at the Temple of Sacred Ashes, demons have invaded Thedas, emerging from Fade rifts scattered throughout Ferelden and Orlais. Most demons linger around Fade rifts, attacking anyone who approaches. The demons encountered at each Fade rift vary based on locale. Early on, you're most likely to encounter wraiths, shades, and terrors. But as your adventures continue, expect to confront more powerful demons, including despair demons, rage demons, and massive pride demons. Therefore, exercise extreme caution when approaching Fade rifts—and don't be afraid to retreat if you get in over your head. Demons are bound to the rift and will not travel great distances to pursue you and your party.

Despair Demon

Locale: Various

Level Range: 12-30

Health Modifier: 1

Armor: Very Low

Resistances:

- Cold

Vulnerabilities:

- Fire

Immunities:

- Freeze
- Sleep
- Chill

Elemental Attack:

- Cold

“Once upon a time, we classified these as demons of sloth, but we learned that despair demons are something quite different. They are not the antithesis of justice or valor, but rather hope. They form nightmares tearing away the foundations of self and purpose. When brought into the world, they are most attracted to places the downtrodden populate: alienages, slums, prisons, and the like. The miasma they spread can lead to extreme behavior. We look for a rash of unexplained suicides, men and women so filled with grief they lash out. The most intelligent of these creatures are to be feared, for they not only feed on despair, they understand its causes...and seek to bring it about. From the shadows they ruin lives, drinking the tears of those who have no idea the cause of their misery is not random chance.”

— From a lecture by renowned hunter Ser Hayward, of the Templar Order

Fear Demon

Locale: Various

Level Range: 12-30

Health Modifier: 1.75

Armor: Average

Resistances: None

Vulnerabilities:

- Electricity
- Spirit

Immunities:

- Fear
- Freeze
- Sleep
- Weaken

Elemental Attack:

- Spirit

“Imagine, if you will, the most basic impulses possessed by mankind. Rage? Hunger? Perhaps the most primal is fear. Even the youngest of us understands this concept, and the raw power of it drives almost all else. A demon that preys upon fear is not the most sophisticated sort of creature. They mimic forms they see in the nightmares of mortals, hoping to elicit the response they crave. Some of the demons, however, stumble upon terrors that are much more deeply rooted: fears of the future, of chaos and disorder, of failure. This sort of demon develops a far more refined palate, attacking the psyche of their target rather than seeking a simple scare. Beware the fear demon that gorges upon the terror of not only a single nightmare but of a nation, for it will grow to such a size that it dominates the Fade.”

— From a lecture by renowned templar Ser Hayward

Pride Demon

Locale: Various

Level Range: 12-30

Health Modifier: 2

Armor: Very High

Resistances:

- Electricity

Vulnerabilities: None

Immunities:

- Physical Effects
- Freeze
- Sleep
- Paralyze
- Shock

Elemental Attack:

- Electricity

“The most powerful demons yet encountered are the pride demons, perhaps because they, among all their kind, most resemble men; as clever and manipulative as the desire demon, with a penchant for cruel irony that is almost human. While the demons of desire largely engage in the bribery of mortals, pride will use mortals’ own best nature against them. Clever men outwit themselves. Strong men crush themselves. Humble men forget themselves. Jealous men fear themselves. They turn corruption and ruin into an art.”

— From *Beyond the Veil: Spirits and Demons*, by Enchanter Mirdromel

Tip

While attempting to close Fade rifts, the mage’s Dispel ability is useful for preventing more demons from emerging. After eliminating the first wave of demons, target one of the green glowing areas on the ground. This will prevent a demon from spawning at the targeted location.

Rage Demon

Locale: Various

Level Range: 8-30

Health Modifier: 1.5

Armor: High

Resistances:

- Fire

Vulnerabilities:

- Cold

Immunities:

- Burning
- Physical Effects*
- Fear*
- Paralyze*
- Sleep*
- Taunt*

Elemental Attack:

- Fire

* Only when enraged

“Encountered in the Fade, the true form of a rage demon is a frightening sight: a creature of pure fire, seemingly made of amorphous lava, its eyes pinpricks of baleful light radiating from its core. The abilities of such a demon center on the fire it generates. It burns those who come near, and the most powerful are able to lash out with bolts of fire and even firestorms affecting entire areas. Fortunately, even powerful rage demons are less intelligent than other varieties. Their tactics are simple: Attack enemies on sight with as much force as possible until they perish. Some rage demons carry their heat-based abilities into possessed hosts; otherwise one rarely sees their true form outside the Fade unless mages specifically summon one to do their bidding.”

— Transcript of a lecture given by Vheren, Templar-Commander of Tantervale, 6:86 Steel

Tip

Cold-based attacks are most effective against rage demons. Use Winter’s Grasp to freeze this demon, then pour on more attacks while it’s frozen and incapable of retaliating with its devastating, fiery attacks.

Shade

Locale: Various

Level Range: 1-30

Health Modifier: 1.1

Armor: Low

Resistances: None

Vulnerabilities: None

Immunities: None

“These demons watch. They lurk. They envy. In time, such a demon will learn to drain energy from the psyche of those it encounters, just as it did in the Fade. Once it has drained enough, it has the power to manifest and will forever be known as a shade. Such a creature spurns possession. It instead floats as a shadow across its piece of land, preying upon the psyche of any who cross its path. Perhaps it believes itself still in the Fade? There is evidence to believe this is so.”

— From *Beyond the Veil: Spirits and Demons*, by Enchanter Mirdromel

Terror

Locale: Various

Level Range: 1-30

Health Modifier: 1.5

Armor: Low

Resistances: None

Vulnerabilities:

- Spirit

Immunities:

- Fear

“But we all heard something different, you see? One of the others said he’d run into darkspawn at Ostagar, and the scream he heard was from something called a ‘shriek.’ Another said it was a dragon roar, just like the beast that burned his family. That’s when I knew what was out there was a demon. Something that wasn’t just looking to make us afraid—it wanted us gibbering in terror. It wanted us running for our lives. And we did. I couldn’t rightly tell you what it even looked like. There was something in the shadows, and even though we were ready when it let out that howl, I turned and ran. I couldn’t even control myself. My bowels turned to water, I dropped my sword, and I took off. It was only later when I realized I was separated from the others, and that there were more of those demons out there, hungry for more of my panicked tears.”

— From a report given by Haren, soldier of the Ferelden Army, 9:15 Dragon

Tip

Terrors pose a serious threat to novice explorers, because they are capable of disappearing and then reappearing in a new location—they often use this escape technique to target your most vulnerable party members, namely mages and archers. Utilize abilities that knock them off their feet, then pummel them while they’re flat on their back.

Wraith

Locale: Various

Level Range: 1-30

Health Modifier: 0.35

Armor: Very Low

Resistances:

- Fire*
- Cold*
- Electricity*

Vulnerabilities: None

Immunities:

- Physical Effects
- Poison
- Weaken*
- Burning*
- Shock*
- Chill*

Elemental Attack:

- Spirit**

* Gains special attributes depending on which demon is nearby:

- Weaken Immunity: Fear Demon
- Burn Immunity and Fire Resistance: Rage Demon
- Chill Immunity and Cold Resistance: Despair Demon
- Shock Immunity and Electricity Resistance: Pride Demon

** Wraiths take on the elemental attack of nearby demons. Otherwise they default to spirit.

“Like wisps, wraiths are sometimes thought to be the remains of spirits or demons that have been destroyed. They cannot shape the Fade around themselves, nor are they capable of mimicking forms they see in the minds of dreamers as many weaker spirits do. Instead, they are the scavengers of the Fade, dwelling in the shadows of stronger beings, feeding on scraps of thought and emotion.”

— From *Beyond the Veil: Spirits and Demons*, by Enchanter Mirdromel

Tip

Like archers, wraiths are evasive and use ranged attacks to slowly whittle away at their victims’ health. Use your ranged party members to take them out as quickly as possible. Fortunately, they have very low health. But some wraiths are capable of casting a Barrier, effectively extending their lifespan.

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Bestiary

Red Templars

The consumption of red lyrium has transformed these misguided templars into something sinister and grotesque. Early initiates benefit from super-human strength, making them extremely deadly in combat. But as the toxic lyrium takes root within their bodies, these templars undergo a physical transformation beyond their control, turning them into rage-filled beasts. Needless to say, encounters with red templars are extremely dangerous. Before engaging in combat, activate the tactical camera and scout the different types of enemies to devise a plan of attack. Be on the watch for archers and shadows—consider making these your primary targets.

Behemoth

Locale: Various

Level Range: 12-30

Health Modifier: 1.5

Armor: Very High

Resistances:

- Fire

Vulnerabilities:

- Cold

Immunities:

- Physical Effects
- Fear
- Paralyze
- Sleep
- Weaken
- Burning

“We could have held off a battering ram, but the behemoth? It took the gate off at the hinges. Then it screamed. Not a roar or growl—a scream, all rage and pain. As I drew my blade, all I could think was: ‘There’s a templar in there.’ Somewhere in that thing was a brother or sister of the Order; every fiber of my soul was crying out to them. But whoever it might have been, whoever’s son or daughter, they were lost to us, swallowed by corruption and lies. I held the only way I could, the only way any of us can. We must end their suffering. And, Maker willing, we must try to remember them as they were.”

— From the reports of Knight-Captain Veddir, *Tactical Considerations for the Inquisition*

Horror

Locale: Various

Level Range: 4-30

Health Modifier: 1

Armor: High

Resistances:

- Electricity

Vulnerabilities:

- Spirit

Immunities:

- Fear*
- Paralyze*
- Freeze*
- Sleep*
- Shock

* Only when enraged

“Whatever you do, don’t get too close to those red templars with giant lumps on their backs. They can ‘spit’ lyrium! You can actually see it growing before they fling it at you from their palms. One hit Henley in the face. (He’d have a mass of scars if I hadn’t been there to heal the wounds as we plucked the stuff out.) We started to beat it down with some spells, and the air went sour. I felt sick, like you do when you’ve been around too much raw lyrium. Lyra almost passed out. I grabbed her and ran. With luck, the thing found better prey than us. I never loved the templars, but seeing them mutilated with lyrium doesn’t give me cheer. I don’t understand why they’d inflict this on themselves.”

— Jahna

Red Templar Archer

Locale: Various

Level Range: 4-30

Health Modifier: 0.75

Armor: Low

Resistances: None

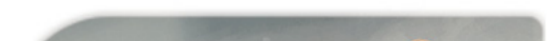
Vulnerabilities: None

Immunities: None

“Take aim. Red lyrium isn’t the weak stuff they fed you all your life. The song is deeper. It’s got a will of its own. Tame it, and it will do things the Chantry’s instructions never dreamed of. Listen. Focus on the arrow in your hand. Pour power into it when it leaves the bow. That strength can fly across a battlefield and punch a hole through the thickest armor. Soon you won’t need to stop to hear it. Practice, and the song will always be in your blood. And fire.”

— Red templar archer, instructing new recruits starting to take red lyrium

Red Templar Foot Soldier



Locale: Various

Level Range: 4-30

Health Modifier: 1

Armor: Average

Resistances: None

Vulnerabilities: None

Immunities: None

“The soldiers looked like normal men and women, but they rained down blows so hard it numbed my arm through my shield. It took three minutes to kill just one, and he only stopped when I cut off his head! That’s when I saw their leader: a huge misshapen knight. He made a gesture and a streak of light streamed from him into one of the soldiers. Red lyrium bursts through the soldier’s back; he changed into some kind of thing that made all the mages sick. I still don’t know how we survived. These mages are children and frightened scholars, hiding from the war after their Circle fell. Still, if one of them wasn’t a healer, I’d have lost my sword arm.”

— An excerpt from a letter from a templar knight who left the Order, to her husband

Red Templar Guardsman

Locale: Various

Level Range: 8-30

Health Modifier: 1.25

Armor: High

Resistances: None

Vulnerabilities:

- Electricity

Immunities: None

“When I saw the templars marching up the road, my heart was glad. I asked if they’d come to stop the rebel mages who burned down the farms, but one growled it was none of our business. That’s when I noticed his eyes were red. Not like he’d had a long night at the inn, but really truly red. Vernie announced that these were the bann’s lands, and it was his business who was in them. The templar bastard cut him down without a word! A dozen of us against three of them, and we never got a strike past their shields. They’re stronger than any man I’ve known. The templars swung full tower shields of metal like they weighed nothing.”

— An excerpt from a letter from a guardsman employed by Bann Harkwold

Red Templar Knight

Locale: Various

Level Range: 8-30

Health Modifier: 1.25

Armor: Very High

Resistances:

- Cold

Vulnerabilities:

- Fire

Immunities:

- Physical Effects
- Paralyze
- Freeze
- Chill

“More and more my fellow templars stop talking when I walk into rooms. There is little talk of continuing our hunt for the rebel mages. There is little talk of anything at all. I see the red vials they wear openly around their necks, no longer hidden. They are stronger than the rest of us, and it suddenly seems as if proper blue lyrium has become rare. ‘Shortages,’ they tell me. I saw Ser Randall the morning, and his eyes were red. For the first time, I am wondering if I should abandon my post and flee the Order for good.”

— Excerpt from the journal of Ser Caitlin of the Order of Templars, 9:41 Dragon

Shadow

Locale: Various

Level Range: 12-30

Health Modifier: 1.2

Armor: Average

Resistances: None

Vulnerabilities: None

Immunities:

- Fear
- Freeze
- Sleep
- Snare

“The specimen was fresh, killed only a few hours ago by a troop of chevaliers patrolling outside the city. Their captain told me, in a strained and sickly voice, that a group of red templars had descended on his men and massacred them. I gave him my condolences, but he seemed not to hear me. The one on my slab was fast, the captain muttered, much nimbler than its bulk suggested. Imagine my nausea when I opened up the creature and saw that red lyrium had fused to the bones, overgrown its lungs, and spread like a fungus into the brain. As I watched, the red crystal pulsed and spread the smallest fraction of an inch deeper into the flesh of the corpse. Blood drained out of the surrounding tissue, as if the lyrium itself were feeding on it.”

— An excerpt from the diary of Professor Auffret, a naturalist studying at the University of Val Royeaux

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Bestiary

Undead

While there's no solid evidence, there appears to be a connection between the appearance of the Breach and a resurgence of undead activity in Ferelden and Orlais. Locales like the Fallow Mire and Crestwood have seen a disturbing rise in attacks by the undead. Unlike living foes, undead enemies are immune to a variety of effects—they can't be poisoned, put to sleep, or demoralized in any way. But they are vulnerable to fire- and spirit-based attacks. And when elemental magic isn't available, physical attacks will suffice, granting them a permanent death.

Arcane Horror

Locale: Various

Level Range: 8-30

Health Modifier: 5

Armor: Low

Resistances:

- Cold

Vulnerabilities:

- Fire
- Spirit

Immunities:

- Physical Effects
- Fear
- Paralyze
- Sleep
- Chill
- Poison

Elemental Attack:

- Spirit

"Upon ascending to the second floor of the tower, a gruesome sight greeted us: a ragged collection of bones wearing robes of one of the senior enchanters. I had known her for years, watched her raise countless apprentices, and now she was a mere puppet of some demon."

— Transcribed from a tale told by a templar in Antiva City, 7:13 Storm

Corpse

Locale: Various

Level Range: 4-30

Health Modifier: 0.7

Armor: Very Low

Resistances:

- Cold

Vulnerabilities:

- Fire
- Spirit

Immunities:

- Fear
- Sleep
- Chill
- Poison

"In most corners of Thedas, funeral rites include burning or dismembering the dead to prevent them from becoming host to demons. But not everyone gets a proper burial. It is not unheard of for the dead to be thrown into mass graves in the aftermath of a battle or execution, almost asking some demon to claim the corpses."

— From *Beyond the Veil: Spirits and Demons*, by Enchanter Mirdromel

Revenant

Locale: Various

Level Range: 12-30

Health Modifier: 6

Armor: Very High

Resistances:

- Cold

Vulnerabilities:

- Fire
- Spirit

Immunities:

- Physical Effects
- Fear
- Freeze
- Sleep
- Chill
- Poison

"It appears to be no simple skeleton. The descriptions of the creature's abilities were eerily similar to those our brothers at Marnas Pell encountered almost an age ago: men pulled through the air to skewer themselves on the creature's blade, and attacks so quick that it was able to assault multiple opponents at once. No, Your Perfection, what we have here is indeed a revenant and nothing less."

— From a letter to Divine Amara III, 5:71 Exalted

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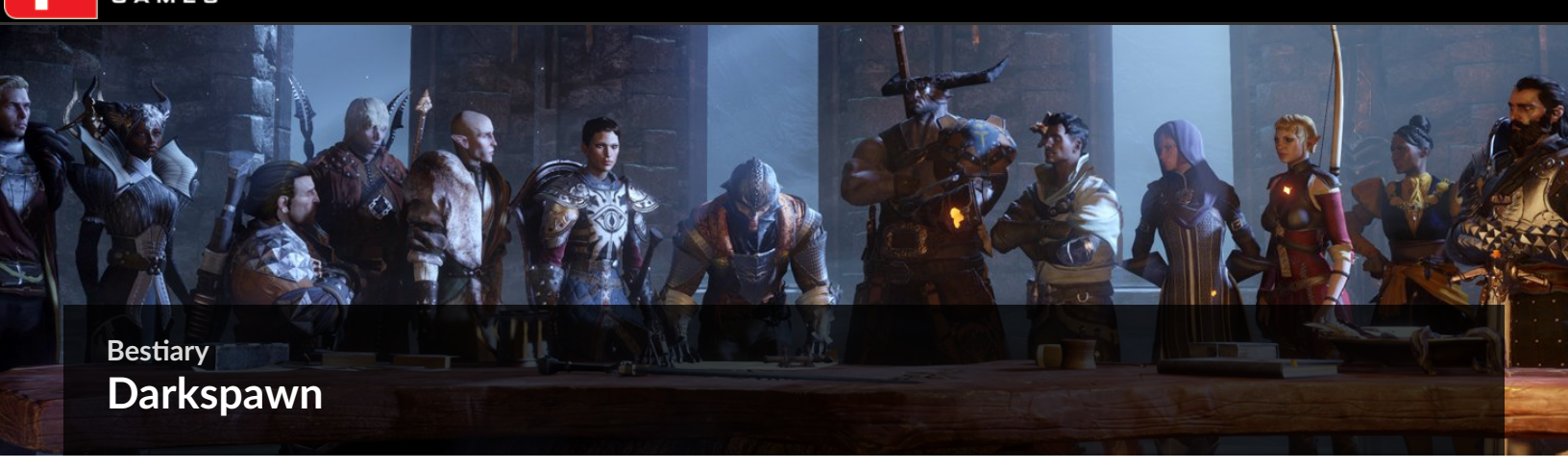

Bestiary

Darkspawn

While reports of darkspawn activity are rare, any sighting is a serious concern. Once thought to be suppressed following the previous Blight, darkspawn have been spotted in several locales across Thedas, with a troubling number reported in the Western Approach. Perhaps the recent absence of the Grey Wardens has allowed darkspawn to gain a new foothold? Whatever the reason, take these threats seriously and work to end their expansion. With demons emerging from the Fade, the last thing Thedas needs now is another Blight.

Ghoul

Locale: Emprise du Lion, Storm Coast, Western Approach

Level Range: 4-19

Health Modifier: 0.5

Armor: Average

Resistances: None

Vulnerabilities: None

Immunities: None

“Among the saddest legacies of the Fifth Blight are those poor souls who survived the darkspawn attacks across Ferelden only to succumb to the corruption of the Blight itself. We have seen animals—birds, wolves, and even bears—corrupted into mindless ruinations of their former selves, but humans are by no means immune. Those unfortunate victims not killed quickly by contact with darkspawn blood or disease become mad with fever. Their bodies lose their hair and become misshapen with sores; in their last lucid thoughts, many speak of hearing whispered words, or a song that no one else can catch. It is vital that once victims begin hearing such things, they are put out of their misery quickly and mercifully. There are stories across Ferelden of these ghouls, maddened by the corruption of the Blight, attacking their friends and spreading the corruption further. While it is likely that the sickness will eventually kill a ghoul, the dying strength of these poor creatures makes them nearly as great a danger as the darkspawn themselves. They are no longer our friends, our family, or our countrymen. They are victims of the Blight, and must be given the same mercy Hessarian showed Andraste: a swift sword.”

— An excerpt from *Marks of the Blight*, by Sister Dorcas Guerrin

Hurlock

Locale: Emprise du Lion, Deep Roads, Storm Coast, Western Approach

Level Range: 8-19

Health Modifier: 1.25

Armor: High

Resistances: None

Vulnerabilities: None

Immunities: None

“No one knows where the darkspawn come from. A dark mockery of men: In the darkest places they thrive, growing in numbers as a plague of locusts will. In raids, they will often take captives, dragging their victims alive into the Deep Roads; most evidence suggests these are eaten. Like spiders, it seems darkspawn prefer their food still breathing. Perhaps they are spawned by the darkness. Certainly, evil has no trouble perpetuating itself. The last Blight was in the Age of Towers, striking once again at the heart of Tevinter, spreading south into Orlais and east into the Free Marches. The plagues spread as far as Ferelden, but the withering and twisting of the land stopped well beyond our borders. Here, darkspawn have never been more than the stuff of legends. In the northern lands, however, particularly Tevinter and the Anderfels, darkspawn haunt the hinterlands, preying on outlying farmers and isolated villages, a constant threat.”

— From *Ferelden: Folklore and History*, by Sister Petrine, Chantry scholar

Hurlock Alpha

Locale: Emprise du Lion, Storm Coast, Western Approach

Level Range: 8-19

Health Modifier: 1.75

Armor: Very High

Resistances: None

Vulnerabilities:

- Electricity

Immunities:

- Physical Effects
- Fear*
- Paralyze*
- Freeze*
- Sleep*
- Taunt*
- Snare*

* Only when enraged

“The men all looked to their hands, for the blood-sickness of the darkspawn was known to us. When they did, the best wrenched the shackles from their grip. Then it was upon Lord Varron, holding him by the throat. ‘There is no talk,’ it said. ‘No negotiations. You will die. Your world will die. Now you understand.’ It snapped Lord Varron’s neck and killed four men before we finally killed it.”

— An excerpt from *The Blighted Codex*, a classified collection of studies on the darkspawn

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Introduction

Foreword

Three and a half years ago, *Dragon Age's* executive producer, my boss and friend Mark Darrah, said to me: "I want the next *Dragon Age* to be somewhere between 20 and 200 hours. Get on that." What he meant was that he wanted a game that would scale, that you could play the way you wanted to.

A challenge to be sure, but a few months later I was standing in front of the team pitching the idea of a shift to activity-driven gameplay. Rather than major story moments leading directly to more story moments, our mission became giving the player a goal to achieve and letting him or her decide how to achieve it.

In doing so, we would present a wide variety of activities available in a vast world that encouraged true discovery. After achieving that goal, the player could dive back into rich story content, with the hope that different players would be able to share stories of how they got there, and have each be different.

Add to all this a shift to a spectacular new graphics engine, the next generation of console hardware and online exploration, cooperative adventuring for the first time in the series, and it would be understated to declare *Inquisition* "ambitious."

The team rose to every challenge: the art and animation team's attention to detail, programmers building an intricate tapestry of systems, designers assembling all the pieces, producers scheduling thousand-hour projects, and the testers who have hammered on this massive game day after day. I could go on, but all that needs be said is that it was an honor and a privilege to work with them on an undertaking so grand as this.

Here we are, at the end of a very long road. I have been playing the game for months and I still find something new on each pass. You'll have an edge on me, though. You hold in your hands an exhaustively researched guide to *Inquisition's* story, characters, and massive regions. Caves to explore, ancient mysteries to uncover, loot and gearing, and perspectives from the developers—I hope you enjoy it as much as we have truly enjoyed crafting the game.

— Mike Laidlaw, Creative Director

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Introduction

Timeline of the World

-186 Ancient
> ANDRASTE INTRODUCES THE MAKER

Andraste preaches of a new creator, whom she calls the Maker. The more she says, the more her following grows. Maferath uses her teachings to unite the Alamarri clans under his authority.

-130 Ancient
> CHANT OF LIGHT

Andraste's disciples create the Chant of Light, collecting her teachings into hymns.

-100 Ancient
> THE FIRST INQUISITION

The Inquisition is founded around this time. The loose association of Andrastian hard-liners hunt heretics and mages in the name of the Maker.

8:98 Blessed
> HOUSE TETHRAS IS EXILED

House Tethras is exiled to the surface for denying the Voice of the Ancestors and willfully manipulating the sacred Provings.

8:96 Blessed
> QUEEN MOIRA IS ASSASSINATED

Queen Moira is assassinated. Orlesian forces leverage her death to tighten their grip on Ferelden. Her son Maric escapes.

2:30 Glory
> WINTER PALACE RETREAT

The Winter Palace, by far the most prominent structure in Halamshiral, becomes a regular seasonal retreat for the empress and selected Orlesian nobility.

8:99 Blessed
> DRAGONS RETURN

Believed hunted to extinction, dragons emerge first in Antiva, then devastate rural Orlais and Nevarra. Repeated attempts to cull their numbers end in heavy casualties.

9:22 Dragon
> CASSANDRA PENTAGHAST NAMED A HAND OF THE DIVINE

The Grand Cathedral is set upon by dragons during a 10-year gathering of Chantry faithful. A young Seeker named Cassandra Pentaghast foils what is revealed to be a conspiracy to kill Divine Beatrix III. She is named a hand of the Divine.

9:31 Dragon
> THE FIFTH BLIGHT ENDS

A united Ferelden, led by the Hero of Ferelden, slays Urthemiel at the Battle of Denerim, ending the Fifth Blight.

9:31 Dragon
> QUNARI SHIPWRECK NEAR KIRKWALL

A Qunari dreadnought is shipwrecked near Kirkwall, stranding their Arishok and hundreds of soldiers in the city. They refuse to leave until they recover the stolen Tome of Koslun.

9:31 Dragon
> DEEP ROADS EXPEDITION

The eldest Hawke, released from servitude, helps fund an expedition into the Deep Roads with dwarven brothers Bartrand and Varric Tethras.

9:31 Dragon
> LYRIUM IDOL RECOVERED

The Deep Roads Expedition at Kirkwall discovers an ancient thaig that predates the First Blight. Inside is lyrium that glows red. An idol made of the strange lyrium is recovered.

9:31 Dragon
> HAWKE ATTEMPTS TO DESTROY CORYPHEUS

Hawke enters the Warden prison in the Vimmark Mountains and attempts to destroy Corypheus. History is vague on when exactly this occurs.

9:40 Dragon
> CIRCLE OF MAGI DISBANDED

Empress Celene is called out of Val Royeaux after news of an elven rebellion in Halamshiral. The move is thought to have been orchestrated by Gaspard. Celene's absence fuels rumors of her death or capture. While she is gone, a violent uprising at the White Spire—a Circle Tower in Val Royeaux—leaves many senior mages dead. The uprising is apparently supported by the Divine through her agents, including the bard Leliana. In response, Lord Seeker Lambert declares the Circle of Magi no more, leaving the future of mages in Thedas uncertain.

Following the conflict at the White Spire, Lambert cancels the Nevarran Accord, severing ties between the Seekers and the Chantry. Allegiances between Seekers and templars are split. Some still support the Divine. Lambert goes missing soon after and is presumed dead.

9:40 Dragon
> CASSANDRA PENTAGHAST ARRIVES IN KIRKWALL

Seeker Cassandra Pentaghast, acting under the authority of the Divine, arrives in Kirkwall and interrogates Varric Tethras about Hawke.

-186 -130 -100 2:30 8:96 8:98 8:99 9:22 9:31 9:40

-3 Ancient
> CHANTRY IS CREATED

Drakon formalizes the Cult of the Maker, creating the Chantry.

1 Divine
> FIRST DIVINE

Divine Justinia I is named the first Divine of the new Chantry.

1:20 Divine
> NEVARRAN ACCORD

The Chantry and the Inquisition sign the Nevarran Accord. Senior members of the Inquisition form the Seekers of Truth.

1:20 Divine
> CIRCLE OF MAGI IS CREATED

The Circle of Magi is created as part of the Nevarran Accord. Mages are now formally permitted to practice magic under the close watch of the Chantry.

1:20 Divine
> TEMPLAR ORDER IS FORMED

With the creation of the Circle, the Templar Order is formed to police magic use.

-3 1 1:20 2:46 9:01 9:10 9:20 9:30 9:34 9:37 9:38

2:46 Glory
> PENTAGHAST SEIZES NEVARRA

Caspar Pentaghast of Hunter Fell seizes control of the city-state Nevarra.

9:01 Dragon
> THE DRAGON AGE BEGINS

The Dragon Age begins. It is predicted to be an age of violence and upheaval.

9:10 Dragon
> GREY WARDENS RETURN TO FERELDEN

King Maric allows the Grey Wardens to return to Ferelden after two ages of exile for their failed coup attempt.

9:20 Dragon
> CELENE BECOMES EMPRESS

Empress Celene I ascends to the throne in Orlais.

9:20 Dragon
> FERELDEN AND ORLAIS MAKE PEACE

Soon after Celene I assumes the Orlesian throne, Ferelden and Orlais officially make peace.

9:30 Dragon
> THE FIFTH BLIGHT BEGINS

It had been a long time since the Fourth Blight, and few thought the sudden appearance of more darkspawn in Ferelden during the Dragon Age to be anything more than an anomaly. The Ferelden Grey Wardens, few in number, knew better. Ferelden's Warden-Commander, Duncan, rushed to bolster his Order's numbers as the darkspawn amassed under the stirring Old God Urthemiel. The darkspawn first exposed their true numbers in 9:30 Dragon during the devastating Battle of Ostagar. King Cailan's trusted advisor, Loghain Mac Tir, quit the field in the heat of battle, leaving the king and the assembled Wardens trapped behind darkspawn lines without support. The Wardens, with the exception of the latest pair to join the Order, were slaughtered along with the king. As the darkspawn marched north to Lothering to destroy the city, the surviving Wardens journeyed the length of Ferelden in search of support, earning the respect of disparate peoples and uniting them against the darkspawn threat. Together, the armies of Ferelden met Urthemiel at the capital, Denerim. The Archdemon was slain in the final bloody battle against the Wardens, ending the Blight and earning the last Warden recruited by Duncan the title "Hero of Ferelden."

9:30 Dragon
> THE HAWKE FAMILY FLEES

The Hawke family flees the destruction of Lothering and travels to Kirkwall, where they begin indentured servitude in order to obtain entry to the city.

9:34 Dragon
> DIVINE BEATRIX III DIES

Divine Beatrix III, long suffering from dementia, succumbs to old age.

9:34 Dragon
> MOTHER DOROTHEA NAMED DIVINE

Revered Mother Dorothea is named Divine Justinia V.

9:34 Dragon
> FIRST BATTLE OF KIRKWALL

Hawke successfully drives the Qunari out in the First Battle of Kirkwall and is named Champion by Kirkwall's Knight-Commander Meredith Stannard.

9:38 Dragon
> DISSENT IN ORLAIS

Unrest brews in Orlais as Grand Duke Gaspard de Chalons stirs dissent against reigning Empress Celene I.

9:37 Dragon
> THE MAGE-TEMPLAR WAR BEGINS

Anders, an apostate and friend of Hawke, destroys the Kirkwall chantry with the grand cleric still inside, inciting the mage-templar war that spreads throughout Thedas.

9:37 Dragon
> CLASH AT KIRKWALL

Hawke leads the push to stop the mages and templars as they clash in Kirkwall. The city's First Enchanter Orsino and Knight-Commander Meredith are both killed.

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Crafting

Introduction

As you travel through Thedas, you will find many materials that you can use for crafting. Divided across five categories, crafting materials are used for three major aspects of your survival: weapons, armor, and potions. Using recipes and schematics found in shops, learned from glyphs illuminated by veilfire, or on scrolls found in treasure caches, you can create powerful and necessary upgrades for your party. With the right materials, you can make weapons and armor that eclipse even some of the rare pieces of gear you discover in the field!

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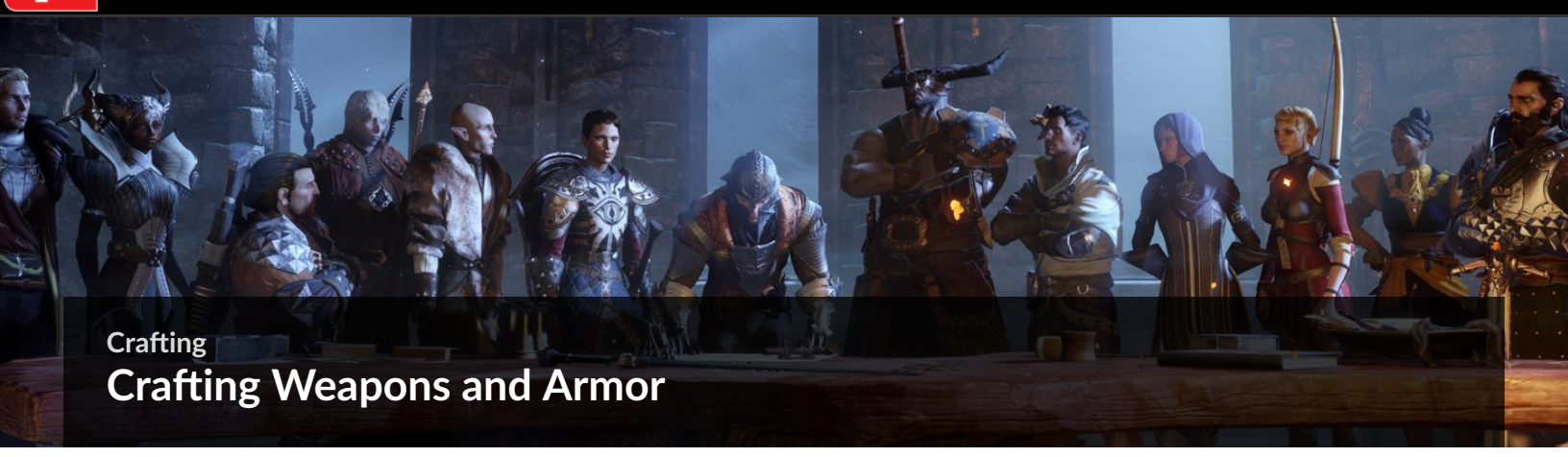


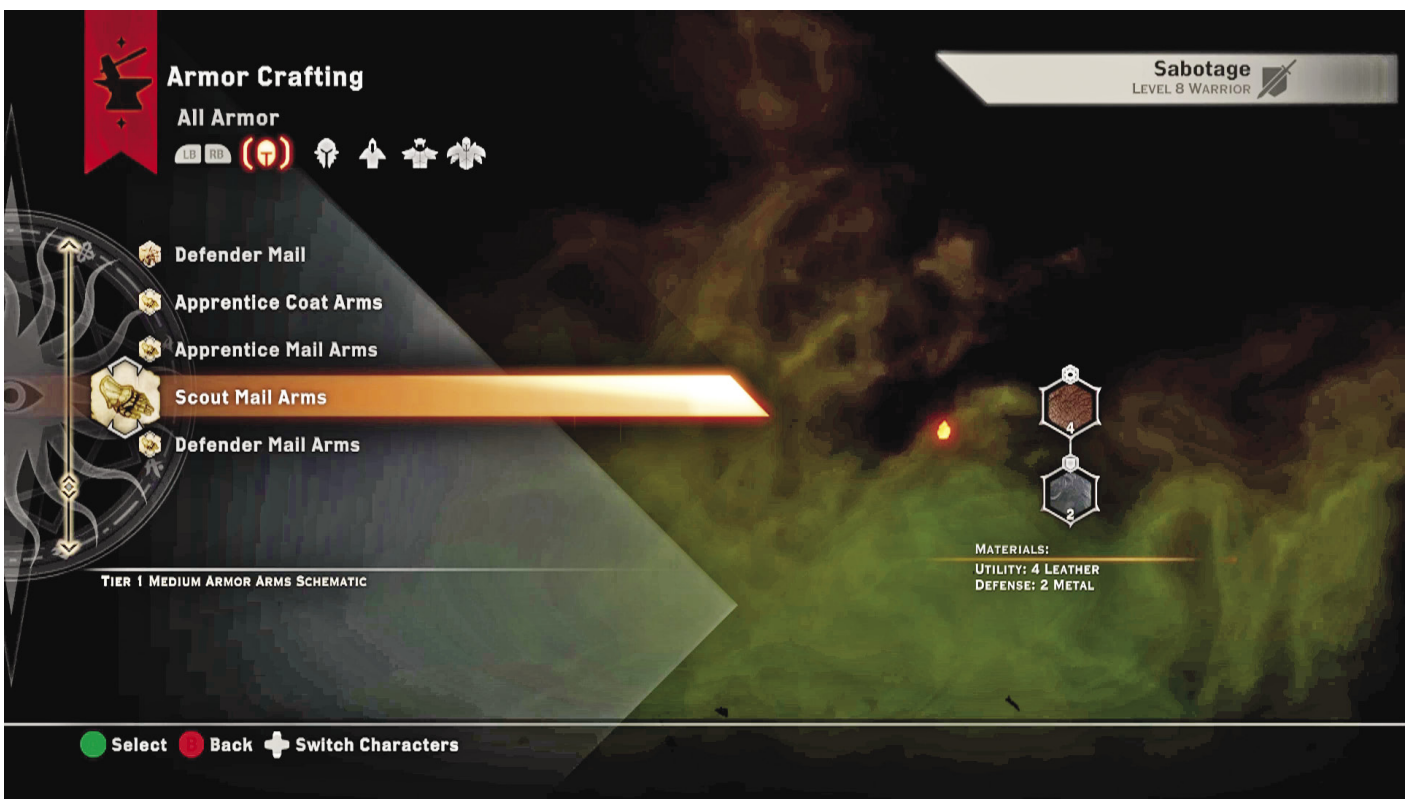
Crafting

Crafting Weapons and Armor

When you start the Inquisition, your blacksmith has the ability to craft weapons and armor. Additionally, the smith can craft upgrades that fit into the appropriate slots on a weapon or piece of armor. It is not until the Inquisition moves to Skyhold that you can recruit Dagna, a dwarven arcanist whose skills allow her to make runes that add elemental damage types to various weapons.

Schematics for equipment fit into one of three tiers. Tier 1 schematics yield tier 1 gear, and so on. The higher the tier, the more powerful the item can potentially be, but that also means you will need to spend more crafting material per slot on the schematic to make the item. Tier 1 weapon and armor schematics typically have two slots for crafting materials, while tier 3 schematics have four slots for materials, allowing you to heavily customize the final product but generally costing more materials per slot. The exceptions to this are helmets and upgrades, which do not gain more slots on their schematics, just increased material requirements.

Weapon and Armor Crafting Material Slots



Most crafting materials used for weapons and armor have stats of their own that help determine the overall quality of the gear. These stats determine what that material will do for a given crafting slot on a schematic.

Primary Slot

This slot determines the base armor or attack value of crafted armor or weapons, and it can also determine the elemental damage of a staff. Materials can be rated as follows: low, medium, high, and very high armor/damage rating.

Utility Slot

This slot determines any core attribute upgrades to Strength, Dexterity, Magic, Cunning, Willpower, or Constitution. The higher the tier of a material, the higher each individual piece of the material can boost an attribute. For example, if a material provides two points of Strength and you use 20 of that item across multiple utility slots on a schematic, you'll have 40 Strength added to your core attribute!

Offense Slot

Special offense-based effects are granted by crafting materials placed in this slot. You can give your weapons increased damage against barriers or guard, impart the ability to ignore a percentage of the enemy's armor, cause bleeding effects, or have a chance to heal characters if they score a killing blow! When crafting any weapon, you can greatly increase its effectiveness if you stack the right offense slot effect across multiple schematic slots.

Defense Slot

Defense slot boosts include elemental and damage-type resistances. You can even cause enemies to start bleeding if they hit you with melee attacks! If you're willing to make the effort, you can create specific armor sets that heavily mitigate a certain element, which is a good idea for high dragon hunts if their breath attacks are proving too much to handle.

Upgrade Crafting

Weapons and armor can have upgrade slots, and there are specific crafting schematics that allow you to make the upgrades that fit in these slots. Armor can have up to two upgrade slots. Weapons can have up to three. As with other forms of crafting, the materials used can greatly affect the quality of armor and weapon upgrades. The only exceptions to this are runes.

Rune Crafting

Unlike armor and weapon crafting, rune-crafting schematics are very straightforward. The quality of the materials does not affect the quality produced by a specific rune schematic. If you want a superb corrupting rune, you need the specific materials the schematic calls for.

Masterwork Crafting

Higher-tier weapon and armor schematics have a masterwork slot that can be filled by an optional masterwork crafting material. These materials provide special effects that no other crafting material can provide in any other slot. These can include a variety of chance-on-hit damage effects or chances to gain special buffs upon taking any damage. Additionally, there are special masterwork crafting materials that give you a 20–40 percent chance for critical crafting. Weapons and armor with critical crafting receive a 10 percent increase to all stats. Masterwork crafting allows you to make weapons and armor that give your parties a decisive advantage, so don't neglect it!

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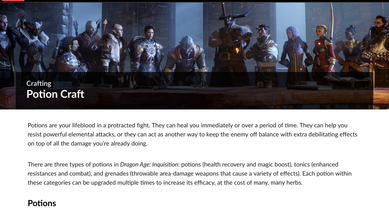

Crafting

Potion Craft

Potions are your lifeblood in a protracted fight. They can heal you immediately or over a period of time. They can help you resist powerful elemental attacks, or they can act as another way to keep the enemy off balance with extra debilitating effects on top of all the damage you're already doing.

There are three types of potions in *Dragon Age: Inquisition*: potions (health recovery and magic boost), tonics (enhanced resistances and combat), and grenades (throwable area-damage weapons that cause a variety of effects). Each potion within these categories can be upgraded multiple times to increase its efficacy, at the cost of many, many herbs.

Potions

Healing Potion

Instantly restores 385 health.

Available Upgrades

- **Increase Healing I:** Increases healing amount by 50.
- **Increase Healing II:** Increases healing amount by 67.

Regeneration Potion

Restores 26 health every two seconds for 60 seconds.

Available Upgrades

- **Increase Duration I:** Increases duration by eight seconds.
- **Increase Duration II:** Increases duration by 10 seconds.
- **Increase Healing I:** Increases healing amount by three per second.
- **Increase Healing II:** Increases healing amount by four per second.
- **Lifeward:** Doubles the healing amount if the user is below 25 percent health.
- **Proximity Heal:** Heals nearby allies for the same amount.

Lyrium Potion

Increases Magic by 30 for 20 seconds.

Available Upgrades

- **Increase Maximum Mana:** Increases maximum mana by 25.
- **Increase Maximum Mana Bonus:** Increases the mana bonus by 25.
- **Increase Duration:** Increases duration by 20 seconds.
- **Increase Magic Bonus:** Increases the Magic bonus by 30.

Tonics

Fire Resistance Tonic

Grants a 40 percent resistance against fire damage for 120 seconds.

Available Upgrades

- **Increase Duration I:** Increases duration by 30 seconds.
- **Increase Duration II:** Increases duration by 30 seconds.
- **Increase Potency I:** Increases resistance by 10 percent.
- **Increase Potency II:** Increases resistance by 10 percent.
- **Proximity Resistance:** Apply resistance to all party members within two meters when the tonic is consumed.

Cold Resistance Tonic

Grants a 40 percent resistance against cold damage for 120 seconds.

Available Upgrades

- **Increase Duration I:** Increases duration by 30 seconds.
- **Increase Duration II:** Increases duration by 30 seconds.
- **Increase Potency I:** Increases resistance by 10 percent.
- **Increase Potency II:** Increases resistance by 10 percent.
- **Proximity Resistance:** Apply resistance to all party members within two meters when the tonic is consumed.

Electrical Resistance Tonic

Grants a 40 percent resistance against electrical damage for 120 seconds.

Available Upgrades

- **Increase Duration I:** Increases duration by 30 seconds.
- **Increase Duration II:** Increases duration by 30 seconds.
- **Increase Potency I:** Increases resistance by 10 percent.
- **Increase Potency II:** Increases resistance by 10 percent.
- **Proximity Resistance:** Apply resistance to all party members within two meters when the tonic is consumed.

Spirit Resistance Tonic

Grants a 40 percent resistance against spirit damage for 120 seconds.

Available Upgrades

- **Increase Duration I:** Increases duration by 30 seconds.
- **Increase Duration II:** Increases duration by 30 seconds.
- **Increase Potency I:** Increases resistance by 10 percent.
- **Increase Potency II:** Increases resistance by 10 percent.
- **Proximity Resistance:** Apply resistance to all party members within two meters when the tonic is consumed.

Mighty Offense Tonic

Applies a +13 damage bonus for 20 seconds.

Available Upgrades

- **Increase Damage I:** Increases damage bonus by 26.
- **Increase Damage II:** Increases damage bonus by 19.
- **Damage Bonus vs. Guard:** Grants a 50 percent damage bonus against enemies with Guard active.
- **Damage Bonus vs. Barrier:** Grants a 50 percent damage bonus against enemies with Barrier active.
- **Critical Damage Bonus:** Grants a 100 percent damage bonus on critical hits.

Rock Armor Tonic

Grants a +12 bonus to armor rating for 30 seconds.

Available Upgrades

- **Improved Duration I:** Increases duration by 30 seconds.
- **Improved Duration II:** Increases duration by 30 seconds.
- **Improved Potency I:** Improves armor rating bonus by 11.
- **Improved Potency II:** Improves armor rating bonus by 12.
- **Stun Enemies:** Any enemy that hits the user has a 50 percent chance to be stunned.

Tears of the Dead

The next three hits inflict poison on the target, causing 44 damage per second for 15 seconds. The poison remains on the weapon for 10 seconds before expiring.

Available Upgrades

- **Increase Duration I:** Increases poison duration on the target by five seconds.
- **Increase Duration II:** Increases poison duration on the target by five seconds.
- **Increase Damage I:** Increases damage by 37 per second.
- **Increase Damage II:** Increases damage by 67 per second.
- **Enhanced Potency:** Grants two extra hits and five extra seconds before the poison wears off.

Grenades

Pitch Grenade

Coats the target location with pitch, which remains for 60 seconds, slowing any enemies that enter it.

Available Upgrades

- **Increase Duration I:** Increases duration by 30 seconds.
- **Increase Duration II:** Increases duration by 30 seconds.
- **Debilitate I:** Enemies caught in the pitch suffer 25 percent extra damage from all sources and inflict 25 percent less damage.
- **Debilitate II:** Increases the damage bonus against enemies by 25 percent and the damage penalty of enemies by 25 percent.
- **Immobilize:** Targets at the initial explosion location are stunned for 10 seconds.

Confusion Grenade

Enemies within the area of effect will attack other enemies for 20 seconds.

Available Upgrades

- **Increase Duration I:** Increases duration by 10 seconds.
- **Increase Duration II:** Increases duration by 10 seconds.
- **Rage I:** Confused targets now deal 25 percent extra damage.
- **Rage II:** The damage bonus while confused is increased by 25 percent.
- **Mind Wreck:** All targets suffer 635 spirit damage when the effect wears off.

Antivan Fire

Spreads sticky fire at the target location, causing 23 burning damage every second to enemies inside the fire. The fire remains for 30 seconds.

Available Upgrades

- **Increase Damage I:** Increases damage by 21 per second.
- **Increase Damage II:** Increases damage by 38 per second.
- **Increase Duration I:** Increases duration by 30 seconds.
- **Increase Duration II:** Increases duration by 30 seconds.
- **Shockwave:** Targets at the initial explosion location are stunned for five seconds.

Healing Mist

Creates a small healing mist in the target area, instantly healing allies within for 289 health.

Available Upgrades

- **Increase Healing I:** Increases healing amount by 38.
- **Increase Healing II:** Increases healing amount by 50.
- **Healing Mist:** Healing Mist can restore unconscious party members as well as heal them.

Jar of Bees

Summons a swarm of bees at the target location for 30 seconds. The swarm attacks the first enemy that comes near it, for 163 damage per second for 15 seconds. A target affected by the swarm has a 10 percent chance every second to become panicked.

Available Upgrades

- **Increase Panic Chance I:** Increases panic chance by 10 percent.
- **Increase Panic Chance II:** Increases panic chance by 10 percent.
- **Increase Duration I:** Increases the swarm's attack duration by five seconds.
- **Increase Duration II:** Increases the swarm's attack duration by five seconds.
- **And Some Wasps:** The swarm of bees splits off to attack the first enemy that comes near the original target, and both targets suffer the full effect of the swarm.

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Crafting

Crafting Materials

These charts show you the crafting materials found in the five major categories: cloth, leather, metal, runes, and herbs.

Cloth

Crafting Material Name	Tier	Primary Slot	Utility Slot	Offense Slot	Defense Slot
Cotton	1 (Common)	Low armor rating	+1 Willpower	+1.5% chance to heal on kill	+2% healing bonus from all sources
Crimson Color Pack	—	—	—	—	—
Dales Loden Wool	3 (Rare)	High armor rating	1.75 Magic	3% barrier damage bonus	1.75% magic defense
Darkened Samite	2 (Common)	Medium armor rating	1.5 Willpower	1.75% chance to heal on kill	3% spirit damage resistance
Dragon Webbing	4 (Rare)	Very high armor rating	1 Willpower/1 Magic	3.5% critical damage	4% fire damage resistance
Everknit Wool	2 (Common)	Medium armor rating	1.5 Magic	2.5% barrier damage bonus	1.5% magic defense
Highever Weave	2 (Common)	Medium armor rating	1 Magic/0.5 Willpower	1.5% attack	3% electric damage resistance
Imperial Vestment Cotton	3 (Common)	High armor rating	1.75 Willpower	2% chance to heal on kill	3% healing from all sources
Infused Vyrantium Samite	3 (Common)	High armor rating	1.75 Willpower	2% chance to heal on kill	3.5% spirit damage resistance
King's Willow Weave	3 (Common)	High armor rating	1 Magic/.75 Willpower	1.75% attack	3.5% electric damage resistance
Lambswool	1 (Common)	Low armor rating	1 Magic	2% barrier damage bonus	1% magic defense
Lustrous Cotton	2 (Common)	Medium armor rating	1.5 Willpower	1.75% chance to heal on kill	2.5% healing from all sources
Plaideweave	1 (Common)	Low armor rating	1 Magic	1% attack	2.5% electric damage resistance
Plush Fustian Velvet	3 (Common)	High armor rating	1 Magic/.75 Willpower	1.75% attack	3.5% electric damage resistance
Redcliffe Color	—	—	—	—	—
Ring Velvet	2 (Common)	Medium armor rating	1 Magic/0.5 Willpower	1.5% attack	3% electric damage resistance

Royale Sea Silk	3 (Common)	High armor rating	1.75 Magic	3% barrier damage bonus	1.75% magic defense
Samite	1 (Common)	Low armor rating	1 Willpower	1.5% chance to heal on kill	2.5% spirit damage resistance
Silk	1 (Common)	Low armor rating	1 Magic	2% barrier damage bonus	1% magic defense
Silk Brocade	2 (Common)	Medium armor rating	1.5 Magic	2.5% barrier damage bonus	1.5% magic defense
Velveteen	1 (Common)	Low armor rating	1 Magic	1% attack	2.5% electric damage resistance
Venatori Color Pack	—	—	—	—	—

Cloth Masterwork

Masterwork Crafting Material Name	Tier	Applied Effect
Fade-Touched Cotton	1	On dying: 5% chance to heal for half health
Fade-Touched Cotton	1	10% chance to apply Walking Bomb for 5 seconds, with detonation of 50% weapon damage
Fade-Touched Dales Loden Wool	3	30% focus gain
Fade-Touched Dales Loden Wool	3	10% chance to drop Caltrops on a hit, doing 70% weapon damage per second
Fade-Touched Darkened Samite	2	7.5% extra focus for each enemy within 8 meters
Fade-Touched Darkened Samite	2	5% chance to cast Mind Blast on a hit
Fade-Touched Everknit Wool	2	7.5% extra focus for each enemy within 8 meters
Fade-Touched Everknit Wool	2	10% chance to drop Caltrops on a hit, doing 50% weapon damage per second
Fade-Touched Highever Weave	2	On kill: +20 to magic for 10 seconds
Fade-Touched Imperial Vestment Cotton	3	On dying: 15% chance to heal for half health
Fade-Touched Imperial Vestment Cotton	3	10% chance to apply Walking Bomb for 5 seconds, with detonation of 100% weapon damage
Fade-Touched Infused Vyrantium Samite	3	10% extra focus for each enemy with 8 meters
Fade-Touched Infused Vyrantium Samite	3	10% chance to cast Mind Blast on a hit
Fade-Touched King's Willow Weave	3	On kill: +30 to magic for 10 seconds
Fade-Touched Lambswool	1	On hit: gain 2 guard
Fade-Touched Lambswool	1	10% chance to drop Caltrops on a hit, doing 30% weapon damage per second
Fade-Touched Lustrous Cotton	2	10% chance to apply Walking Bomb for 5 seconds, with detonation of 75% weapon damage
Fade-Touched Lustrous Cotton	2	On dying: 10% chance to heal for half health
Fade-Touched Plaideweave	1	On kill: +10 to magic for 10 seconds
Fade-Touched Plush Fustian Velvet	3	7.5% extra focus for each enemy within 8 meters
Fade-Touched Plush Fustian Velvet	3	10% chance to use Hidden Blades on a hit, with 5 added hits

Fade-Touched Ring Velvet	2	Abilities cost 7.5% less mana/stamina
Fade-Touched Ring Velvet	2	10% chance to use Hidden Blades on a hit, with 4 added hits
Fade-Touched Royale Sea Silk	3	Abilities cost 20% less mana/stamina if not being hit for 5 seconds.
Fade-Touched Royale Sea Silk	3	10% chance to cast Fade Cloak on a hit
Fade-Touched Samite	1	5% extra focus for each enemy within 8 meters
Fade-Touched Samite	1	2% chance to cast Mind Blast on a hit
Fade-Touched Silk	1	Abilities cost 10% less mana/stamina if not being hit for 5 seconds.
Fade-Touched Silk	1	2% chance to cast Fade Cloak on a hit
Fade-Touched Silk Brocade	2	5% chance to cast Fade Cloak on a hit
Fade-Touched Silk Brocade	2	Abilities cost 15% less mana/stamina if not being hit for 5 seconds.
Fade-Touched Velveteen	1	Abilities cost 5% less mana/stamina.
Fade-Touched Velveteen	1	10% chance to use Hidden Blades on a hit, with 3 added hits
Masterwork Cotton	1	Critical crafting chance 20%
Master Dales Loden Wool	1	Critical crafting chance 20%
Masterwork Darkened Samite	1	Critical crafting chance 20%
Masterwork Everknit Wool	1	Critical crafting chance 20%
Masterwork Highever Weave	1	Critical crafting chance 20%
Masterwork Imperial Vestment Cotton	1	Critical crafting chance 20%
Masterwork Infused Vyrantium Samite	1	Critical crafting chance 20%
Masterwork King's Willow Weave	1	Critical crafting chance 20%
Masterwork Lambswool	1	Critical crafting chance 20%
Masterwork Lustrous Cotton	1	Critical crafting chance 20%
Masterwork Plaideweave	1	Critical crafting chance 20%
Masterwork Plush Fustian Velvet	1	Critical crafting chance 20%
Masterwork Ring Velvet	1	Critical crafting chance 20%
Masterwork Royale Sea Silk	1	Critical crafting chance 20%
Masterwork Samite	1	Critical crafting chance 20%
Masterwork Silk	1	Critical crafting chance 20%
Masterwork Silk Brocade	1	Critical crafting chance 20%
Masterwork Velveteen	1	Critical crafting chance 20%

Leather

Crafting Material Name	Tier	Primary Slot	Utility Slot	Offense Slot	Defense Slot
Crafting Material Name	Tier	Primary Slot	Utility Slot	Offense Slot	Defense Slot
August Ram Leather	2 (Common)	Medium armor rating	1.5 Dexterity	2.5% flanking damage bonus	3% cold damage resistance
Bear Hide	2 (Common)	Medium armor rating	1.5 Dexterity	1.5% critical chance	3% cold damage resistance
Bronto Hide	1 (Common)	Low armor rating	1 Cunning	2% critical damage	1% ranged defense
Canine Leather	1 (Common)	Low armor rating	1 Dexterity	2% flanking damage bonus	2.5% cold damage resistance
Craggy Skin	3 (Common)	High armor rating	1.75 Cunning	3% critical damage	1.75% ranged defense
Deepstalker Hide	1 (Common)	Low armor rating	1 Dexterity	1% chance to bleed target on hit	1% chance to bleed attacker on being hit
Dragon Scales	4 (Rare)	Very high armor rating	1 Cunning/1 Dexterity	3.5% armor penetration	4% fire damage resistance
Dragonling Scales	1 (Common)	Low armor rating	1 Dexterity	1% chance to bleed target on hit	2.5% fire damage resistance
Druffalo Hide	1 (Common)	Low armor rating	1 Dexterity	1% critical chance	2.5% cold damage resistance
Fennec Fur	1 (Common)	Low armor rating	1 Dexterity	1% critical chance	2.5% cold damage resistance
Great Bear Hide	3 (Common)	High armor rating	1.75 dexterity	1.75% critical strike	3.5% cold damage resistance
Gurgut Webbing	2 (Common)	Medium armor rating	1 Dexterity/0.5 Cunning	1.5% chance to bleed target on hit	3% fire damage resistance
Halla Leather	2 (Common)	Medium armor rating	1.5 Dexterity	2.5% flanking damage bonus	3% cold damage resistance
Hardened Gurn Hide	3 (Common)	High armor rating	1 Dexterity/0.75 Cunning	1.75% chance to bleed on target	1.75% chance to bleed attacker on being hit
Lurker Scales	3 (Common)	High armor rating	1.75 Cunning	3% critical damage	1.75% ranged defense
Nugskin	1 (Common)	Low armor rating	1 Cunning	2% critical damage	1% ranged defense
Phoenix Scales	2 (Common)	Medium armor rating	1 Dexterity/0.5 Cunning	1.5% chance to bleed target on hit	1.5% chance to bleed attacker on being hit
Quillback Leather	2 (Common)	Medium armor rating	1.5 Cunning	2.5% critical damage	1.5% ranged defense
Ram Leather	1 (Common)	Low armor rating	1 Dexterity	2% flanking damage bonus	2.5% cold damage resistance
Red Hart Leather	3 (Rare)	High armor rating	1.75 Dexterity	3% flanking damage bonus	3.5% cold damage resistance
Rough Hide	2 (Common)	Medium armor rating	1.5 Cunning	2.5% critical damage	1.5% ranged defense
Snoufleur Skin	3 (Rare)	High armor rating	1.75 Dexterity	3% flanking damage bonus	3.5% cold damage resistance

Varghest Scales	2 (Common)	Medium armor rating	1 Dexterity/0.5 Cunning	1.5% chance to bleed target on hit	1.5% chance to bleed attacker on being hit
Wyvern Scales	3 (Common)	High armor rating	1 Dexterity/0.75 Cunning	1.75% chance to bleed on target on hit	3.5% fire damage resistance

Leather Masterwork

Masterwork Crafting Material Name	Tier	Applied Effect
Fade-Touched August Ram Fur	1	Abilities cost 7.5% less mana/stamina.
Fade-Touched August Ram Fur	1	10% chance to grant 8 seconds of Horn of Valor
Fade-Touched Bear Hide	2	Increase maximum stamina by 15
Fade-Touched Bear Hide	2	On kill: grants 35 stamina
Fade-Touched Bronto Hide	1	Increase maximum stamina by 10
Fade-Touched Bronto Hide	1	On kill: grants 20 stamina
Fade-Touched Canine Leather	1	10% damage bonus if not being hit for 5 seconds
Fade-Touched Craggy Skin	3	75% faster movement speed when in stealth
Fade-Touched Craggy Skin	3	10% chance to cast Veilstrike on a hit
Fade-Touched Deepstalker Hide	1	2% chance to cast Fear on a hit
Fade-Touched Deepstalker Hide	1	On hit: 5% chance to apply poison
Fade-Touched Dragonling Scales	1	Berserk: +10% damage bonus +100% damage from all sources
Fade-Touched Dragonling Scales	1	10% chance to inflict immolate damage at 50% weapon power
Fade-Touched Druffalo Hide	1	Increase maximum stamina by 10
Fade-Touched Fennec Fur	1	+25% faster movement speed when in stealth
Fade-Touched Great Bear Hide	3	Increase maximum stamina by 20
Fade-Touched Great Bear Hide	3	On kill: grants 50 stamina
Fade-Touched Gurgut Skin	2	+50% faster movement speed when in stealth
Fade-Touched Gurn Hide	2	Take only 1 damage from all attacks, but health lowered to 12
Fade-Touched Halla Leather	2	Enter stealth when not attacking during combat
Fade-Touched Lurker Scales	3	+75% faster movement speed when in stealth
Fade-Touched Lurker Scales	3	10% chance to cast Veilstrike on a hit
Fade-Touched Nugskin	1	+25% faster movement speed when in stealth
Fade-Touched Nugskin	1	2% chance to cast Veilstrike on a hit
Fade-Touched Phoenix Scales	2	10% chance to inflict immolate damage at 75% weapon power
Fade-Touched Phoenix Scales	2	+20 damage bonus if not being hit for 5 seconds
Fade-Touched Quillback Leather	2	Take only 1 damage from all attacks, but health lowered to 12
Fade-Touched Ram Leather	1	Abilities cost 5% less mana/stamina
Fade-Touched Ram Leather	1	10% chance to grant 5 seconds of Horn of Valor
Fade-Touched Rough Hide	2	On hit: 10% chance to apply poison

Fade-Touched Rough Hide	2	5% chance to cast Veilstrike on a hit
Fade-Touched Snoufleur Skin	3	On hit: heal 1% of maximum health
Fade-Touched Snoufleur Skin	3	10% chance to grant 12 seconds of Horn of Valor
Fade-Touched Varghest Scales	3	+30% damage bonus if not being hit for 5 seconds
Fade-Touched Varghest Scales	3	10% chance to inflict immolate damage at 100% weapon power
Fade-Touched Varghest Scales	3	20% damage if not being hit for 5 seconds
Fade-Touched Varghest Scales	3	10% chance to inflict immolate damage at 75% weapon power
Fade-Touched Wyvern Scales	3	On hit: 15% chance to apply poison
Fade-Touched Wyvern Scales	3	10% chance to cast fear on a hit
Golden Halla Hide	2	Enter stealth when not attacking during combat
Masterwork Augusta Ram Fur	1	Critical crafting chance 20%
Masterwork Bear Hide	1	Critical crafting chance 20%
Masterwork Bronto Hide	1	Critical crafting chance 20%
Masterwork Canine Leather	1	Critical crafting chance 20%
Masterwork Craggy Skin	1	Critical crafting chance 20%
Masterwork Deepstalker Hide	1	Critical crafting chance 20%
Masterwork Dragonling Scales	1	Berserk: +10% damage bonus, 100% damage taken from all sources
Masterwork Druffalo Hide	1	Critical crafting chance 20%
Masterwork Fennec Fur	1	Critical crafting chance 20%
Masterwork Great Bear Hide	1	Critical crafting chance 20%
Masterwork Gurgut Skin	1	Critical crafting chance 20%
Masterwork Gurgut Webbing	—	—
Masterwork Gurn Hide	1	Critical crafting chance 20%
Masterwork Halla Leather	1	Critical crafting chance 20%
Masterwork Lurker Scales	1	Critical crafting chance 20%
Masterwork Nugskin	1	Critical crafting chance 20%
Masterwork Phoenix Scales	1	Critical crafting chance 20%
Masterwork Quillback Leather	1	Critical crafting chance 20%
Masterwork Ram Leather	1	Critical crafting chance 20%
Masterwork Red Hart Leather	1	Critical crafting chance 20%
Masterwork Rough Hide	1	Critical crafting chance 20%
Masterwork Varghest Scales	1	Critical crafting chance 20%
Masterwork Wyvern Scales	1	Critical crafting chance 20%

Metal

Crafting Material Name	Tier	Primary Slot	Utility Slot	Offense Slot	Defense Slot
Crafting Material Name	Tier	Primary Slot	Utility Slot	Offense Slot	Defense Slot
Bloodstone	2 (Common)	Medium armor rating/damage (staff damage type: fire)	1.5 Constitution	2.5% armor penetration	13 health
Blue Vitriol	1 (Common)	Low armor rating/damage (staff damage type: cold)	1 Strength	1% chance on stagger target on hit	1% chance to stagger attacker on being hit
Dawnstone	3 (Common)	High armor rating/damage (staff damage type: fire)	1.75 Constitution	3% armor penetration	15 health
Dragon Bone	4 (Rare)	Very high armor rating/damage (staff damage type: fire)	1 Constitution / 1 Strength	2% chance to bleed target on hit	4% fire damage resistance
Drakestone	1 (Common)	Low armor rating/damage (staff damage type: fire)	1 Constitution	2% armor penetration	10 health
Everite	3 (Common)	High armor rating/damage (staff damage type: electricity)	1.75 Strength	1.75% attack	1.75% melee defense
Iron	1 (Common)	Low armor rating/damage (staff damage type: electricity)	1 Strength	1% attack	1% melee defense
Lazurite	2 (Common)	Medium armor rating/damage (staff damage type: cold)	1 Strength / 0.5 Constitution	1.5% chance to stagger on hit	1.5% chance to stagger attacker on being hit
Nevarrite	3 (Common)	High armor rating/damage (staff damage type: cold)	1 Strength / 0.75 Constitution	1.75% chance to stagger target on hit	1.75% chance to stagger attacker on being hit
Obsidian	2 (Common)	Medium armor rating/damage (staff damage type: cold)	1 Strength / 0.5 Constitution	1.5% chance to stagger target on hit	1.5% chance to stagger attacker on being hit
Onyx	1 (Common)	Low armor rating/damage (staff damage type: cold)	1 Strength	1% chance on stagger target on hit	1% chance to stagger attacker on being hit
Paragon's Luster	2 (Common)	Medium armor rating/damage (staff damage type: electricity)	1.5 Strength	1.5% attack	1.5% melee defense
Pyrophite	2 (Common)	Medium armor rating/damage (staff damage type: fire)	1.5 Consititution	2.5% damage to guard	13 health
Serault Infused Glass	2 (Common)	Medium armor rating/damage (staff damage type: electricity)	1.5 Strength	1.5% attack	1.5% melee defense
Serpentstone	1 (Common)	Low armor rating/damage (staff damage type: electricity)	1 Strength	1% attack	1% melee defense
Silverite	3 (Rare)	High armor rating/damage (staff damage type: cold)	1 Strength / 0.75 Constitution	1.75% chance to stagger target on hit	1.75% chance to stagger attacker on being hit
Stormheart	3 (Common)	High armor rating/damage (staff damage type: electricity)	1.75 Strength	1.75% attack	1.75% melee defense

Summer Stone	1 (Common)	Low armor rating/damage (staff damage type: fire)	1 Constitution	2% damage to guard	10 health
Veridium	2 (Common)	Medium armor rating/damage (staff damage type: electricity)	1.5 Strength	1.5% attack	1.5% melee defense
Volcanic Aurum	3 (Common)	High armor rating/damage (staff damage type: fire)	1.75 Constitution	3% damage to guard	15 health

Metal Masterwork

Masterwork Crafting Material Name	Tier	Applied Effect
Fade-Touched Bloodstone	2	7.5% extra damage for each enemy within 8 meters
Fade-Touched Bloodstone	2	5% chance to use Unbowed on a hit
Fade-Touched Blue Vitriol	1	Increase maximum stamina by 10
Fade-Touched Dawnstone	3	Heal 25% of damage taken over 10 seconds
Fade-Touched Dawnstone	3	10% chance to grant 3 seconds of Walking Fortress
Fade-Touched Drakestone	1	Increase maximum stamina by 10
Fade-Touched Drakestone	1	Increase maximum stamina by 10
Fade-Touched Everite	3	Heal 25% of damage taken over 10 seconds
Fade-Touched Everite	3	10% chance to grant 3 seconds of Walking Fortress
Fade-Touched Iron	1	Heal 15% of damage taken over 10 seconds
Fade-Touched Iron	1	2% chance to use Unbowed on a hit
Fade-Touched Lazurite	2	Increase maximum stamina by 15
Fade-Touched Nevarrite	3	On kill: target explodes for 75% weapon damage
Fade-Touched Nevarrite	3	Chance to cast Pull of the Abyss on a hit
Fade-Touched Obsidian	2	On hit: gain 3 guard
Fade-Touched Obsidian	2	10% chance to inflict Chain Lightning damage at 75% weapon power
Fade-Touched Onyx	1	On hit: gain 2 guard
Fade-Touched Onyx	1	10% chance to inflict Chain Lightning damage at 50% weapon power
Fade-Touched Paragon's Luster	2	Heal 20% of damage taken over 10 seconds
Fade-Touched Paragon's Luster	2	10% chance to grant 3 seconds of Walking Fortress
Fade-Touched Pyrophite	2	7.5% extra damage for each enemy within 8 meters
Fade-Touched Pyrophite	2	5% chance to use Unbowed on a hit
Fade-Touched Serpentstone	1	2% chance to use Shield Bash on a hit
Fade-Touched Serpentstone	1	Berserk: +10% damage bonus, 100% damage from all sources
Fade-Touched Silverite	3	On hit: gain 5 guard
Fade-Touched Silverite	3	10% chance to inflict Chain Lightning damage at 100% weapon power
Fade-Touched Stormheart	3	Berserk: 30% damage bonus, 300% damage from all sources

Fade-Touched Stormheart	3	10% chance to use Shield Bash on a hit
Fade-Touched Summer Stone	1	5% extra damage for each enemy within 8 meters
Fade-Touched Summer Stone	1	2% chance to use Unbowed on a hit
Fade-Touched Veridium	2	Berserk: 20% damage bonus, 200% damage from all sources
Fade-Touched Veridium	2	5% chance to use Shield Bash on a hit
Fade-Touched Volcanic Aurum	3	10% extra focus for each enemy within 8 meters
Fade-Touched Volcanic Aurum	3	10% chance to use Unbowed on a hit
Masterwork Bloodstone	1	Critical crafting chance 20%
Masterwork Blue Vitriol	1	Critical crafting chance 20%
Masterwork Dawnstone	1	Critical crafting chance 20%
Masterwork Drakestone	1	Critical crafting chance 20%
Masterwork Everite	1	Critical crafting chance 20%
Masterwork Iron	1	Critical crafting chance 20%
Masterwork Lazurite	1	Critical crafting chance 20%
Masterwork Nevarrite	1	Critical crafting chance 20%
Masterwork Obsidian	1	Critical crafting chance 20%
Masterwork Onyx	1	Critical crafting chance 20%
Masterwork Paragon's Luster	1	Critical crafting chance 20%
Masterwork Pyrophite	1	Critical crafting chance 20%
Masterwork Serpentstone	1	Critical crafting chance 20%
Masterwork Silverite	1	Critical crafting chance 20%
Masterwork Stormheart	1	Critical crafting chance 20%
Masterwork Summer Stone	1	Critical crafting chance 20%
Masterwork Veridium	1	Critical crafting chance 20%
Masterwork Volcanic Aurum	1	Critical crafting chance 20%
Serault Infused Glass	1 (common)	On kill: target explodes for 75% weapon damage

Runes

Material Name	Description
Superb Cleansing Rune	Inflicts bonus damage against red templars and darkspawn on each weapon strike.
Superb Corrupting Rune	Inflicts bonus damage against humanoids, beasts, and animals on each weapon strike.
Superb Demon-Slaying Rune	Inflicts bonus damage against demons and undead for each weapon strike.
Superb Dragon-Slaying Rune	Inflicts bonus damage against dragons on each weapon strike.
Superb Fire Rune	Adds fire damage to each weapon strike.
Superb Frost Rune	Adds cold damage to each weapon strike.
Superb Lightning Rune	Adds electricity damage to each weapon strike.

Superb Spirit Rune	Adds spirit damage to each weapon strike.
Master Cleansing Rune	Inflicts bonus damage against red templars and darkspawn on each weapon strike.
Master Corrupting Rune	Inflicts bonus damage against humanoids, beasts, and animals on each weapon strike.
Master Demon-Slaying Rune	Inflicts bonus damage against demons and undead for each weapon strike.
Master Dragon-Slaying Rune	Inflicts bonus damage against dragons on each weapon strike.
Master Fire Rune	Adds fire damage to each weapon strike.
Master Frost Rune	Adds cold damage to each weapon strike.
Master Lightning Rune	Adds electricity damage to each weapon strike.
Master Spirit Rune	Adds spirit damage to each weapon strike.
Cleansing Rune	Inflicts bonus damage against red templars and darkspawn on each weapon strike.
Corrupting Rune	Inflicts bonus damage against humanoids, beasts, and animals on each weapon strike.
Demon-Slaying Rune	Inflicts bonus damage against demons and undead for each weapon strike.
Dragon-Slaying Rune	Inflicts bonus damage against dragons on each weapon strike.
Fire Rune	Adds fire damage to each weapon strike.
Frost Rune	Adds cold damage to each weapon strike.
Lightning Rune	Adds electricity damage to each weapon strike.
Spirit Rune	Adds spirit damage to each weapon strike.

Herbs

Material Name	Tier
Amrita Vein	3 (R)
Arbor Blessing	3 (C)
Black Lotus	1 (R)
Blood Lotus	1 (C)
Crystal Grace	1 (R)
Dawn Lotus	1 (R)
Deathroot	2 (C)
Deep Mushroom	2 (C)
Dragonthorn	1 (R)
Elfroot	1 (C)
Embrium	2 (C)
Felandaris	3 (R)
Ghoul's Beard	2 (R)
Prophet's Laurel	2 (R)
Rashvine	2 (C)
Rashvine Nettle	2 (R)

Royal Elfroot	1 (R)
Spindleweed	1 (C)
Vandal Aria	3 (C)
Witherstalk	1 (C)

(C) = Common, (R) = Rare

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Exploration

Introduction

The path to saving Thedas from the machinations of those who caused the Breach will send you all across a land in turmoil. The average citizen has been greatly affected by the ongoing mage-templar war. Bandits run wild murdering the innocent and taking their goods. Fade rifts have appeared in nearly every locale, sending forth a host of demons to ravage the countryside. There's a seemingly overwhelming number of tasks and favors for the Inquisition to accomplish. The Explorations and Side Quests chapter of this guide is here to help you with all of that.

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Exploration

Side Quests

Any quest that does not fall into the Inquisitor's Path quest lines is an optional side quest. *Dragon Age: Inquisition* contains a massive amount of side content, much of which can be done in any order you see fit. When you pass by a potential quest, be it a person in a village or a note in the hands of a dead body in a ditch on the side of a road, your maps will be marked with an exclamation point. Many quests are simple: Go here, kill that, go back and report. Or sometimes they are a simple delivery job. However, some quests get slightly more elaborate, requiring you to travel across entire locales, or multiple locales, before the job is done.

Why do side quests at all? For power, experience, influence, loot, and the approval of your fellow party members. Additionally, you can find a lot of interesting codex entries while traveling on these assignments, while other codex entries are granted as rewards for completing a quest.

One of the most important resources earned through side quests is power. You need power to unlock new locales on the war table at Haven or Skyhold, or to accomplish certain tasks during side quests.

Experience means going up in levels, and you always want to do as much of that as you can. Later missions on the critical path can get very challenging if you haven't been doing a lot of fighting or questing.

Lastly, influence is a measure of the Inquisition's political and social strength across Thedas. It is tracked the same as your character levels are, and when you go up an influence level you can select an Inquisition perk.

Treasure Maps

There is a certain group of side quests that start when you find a sketch or crude map of a location where treasure has apparently been hidden. You must then follow the clues on the maps to find the location of this treasure, and then use your Search ability to scan the area until you uncover the treasure. We've marked not only the start for these quests on our maps, but the locations of the treasure themselves. You'll thank us later for this, trust us.

Fade Rifts

Fade rifts are places where the Veil was so weakened by the creation of the Breach that demons from the Fade tore their way into our world. Those tears, or rifts, in the Veil allow demons to pass through unhindered, and left unchecked they will eventually overwhelm Thedas. Fortunately, the Inquisitor has the means to close Fade rifts.

Closing a Fade rift is the same no matter where you go: approach the rift, slay the demons guarding it, kill the reinforcements that spill from the rift, and then seal it with the mark on the Inquisitor's hand. The major differences come from the types of demons you face at each rift. The further into the game you go, the more powerful the demons become, and that's matched by the increasingly more exotic demons that make up the forces you face.

Requisitions

Requisitions are quests offered by Inquisition scouts found at camps you establish throughout a locale. These quests are about delivering a list of items to the requisition table and then crafting the desired item. These quests are constantly offered, allowing you to gain power so long as you're able to deliver the goods.

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Exploration

Agents

Agents of the Inquisition can be recruited during special quests or conversations held with NPCs throughout the world. They count as points on your Inquisition perk trees and provide bonuses to how fast an advisor can complete a war table operation. This guide points out where any potential agents are and how they can be recruited for the Inquisition.

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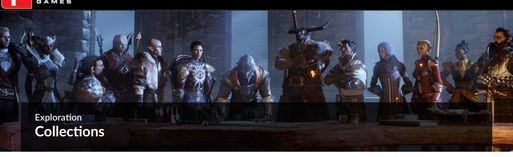


Exploration

Collections

Astrariums

Astrariums are strange Tevinter devices strewn about in threes around different locales across Thedas. Solving the three astrarium puzzles within a locale grants you access to a special vault containing rare pieces of gear.

Bottles on the Wall

There are 29 bottles on the wall hidden throughout Thedas, typically found by searching areas where your mini-map starts pinging at you.

High Dragons

Ten high dragons have been spotted in Ferelden and Orlais. The largest and most dangerous predators in the wilds, high dragons are a menace to any settlement they decide is too close to their own territory. Hunting them down is a dangerous proposition, but the rewards are worth it. The rarest crafting materials come from high dragons, and you can find powerful weapons and equipment on their corpses. Each locale that has a high dragon has a special section dedicated to defeating her, and there's a special quest for taking down all 10 high dragons.

Inquisition Camps

Every locale has a number of camps you can establish in the name of the Inquisition. Not only do you get power, experience, and influence from doing this, but you gain new points you can fast travel between.

Regions

Every locale has a number of regions to discover. Regions are added to your list simply by walking or riding your horse into them.

Landmarks

There are certain monuments and locations that can be claimed by planting an Inquisition flag next to them. Unlike regions, landmarks will show up on your map if you get close enough to them.

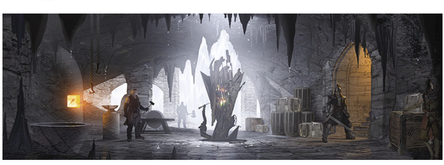
Mosaic Pieces

There are five sets of mosaic pieces located throughout Thedas: Sacrifice, Invasion, The Fall, Archdemon, and Freed Are Slaves. Each set has been broken up into 12 pieces.

Oculara and Shards

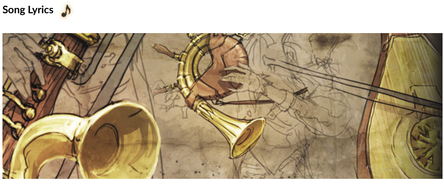
Oculara are strange, skull-tipped monuments found throughout Thedas. Going up to them allows you to search the area they are facing and discover hidden shards. Highlighting the shards with a oculara reveals them on your map. From there on, the challenge is just to reach and collect them.

Glyphs



Occasionally, you will find yourself in places that can be illuminated by veilfire torches lit by mages. Veilfire can also reveal hidden glyphs and runes on the walls. Some of these glyphs are just for codex entries. Some contain special recipes for potions or schematics for runes you can enchant weapons with.

Song Lyrics



In between rounds of slaughtering wildlife in your quest to save the world, you can listen to bards singing tales. You can also find some songs by uncovering landmarks or finding lyrics written on a parchment. In total, there are 21 songs to collect for true patrons of the arts.

A Word on Loot

Loot is everywhere. Be it the ancient vases of a dead empire or a chest found in an abandoned cottage, loot is guaranteed to be found wherever you go. However, what you find isn't necessarily set in stone, and in fact most loot stashes are random in nature. You can't guarantee that you will get the same items that someone else playing the game was lucky to receive. Still, it's worth the effort to search for any loot chests or containers throughout the world. At the very least, you can sell what you don't need for cash, and occasionally you might find crafting recipes that are not available in any shops.

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Haven

Introduction

Haven once offered respitefor pilgrims traveling to the Temple of Sacred Ashes farther into the Frostback Mountains. In the wake of the temple's destruction, the storied village—which was also home to a dragon-worshiping cult during the Fifth Blight—now serves as a makeshift camp for those working to pick up the pieces.

Locale Summary

Scouting Cost: 0

Nestled in the Frostback Mountains, Haven is the Inquisition's modest first home. As a makeshift headquarters of the fledgling organization, Haven offers the most basic amenities, run by a dedicated staff of the faithful. Harritt, the blacksmith, does his best to keep the Inquisition armed and protected, while Adan, the alchemist, tinkers with herbs to create health-replenishing potions. Everyone in Haven does their part to make the Inquisition run as smoothly as possible. With the exception of a few tutorial-style quests, Haven serves primarily as a central hub of operations. It's often necessary to return to Haven to discuss the Inquisition's next move with the war council—an improvised war room has been established within the village's chantry. Outside the walls of Haven, rudimentary crafting materials can be found to create basic potions, weapons, and armor—some of these materials can also be used to complete requisitions. When you're not convening the war council or scouring the snow-covered terrain for crafting materials, engage your followers in conversation. They usually have something to say about the current state of affairs. They may also have some favors to ask of you, unlocking inner circle quests.

Crafting Materials

Common Materials:

- Elfroot
- Iron
- Fennec Fur
- Ram Leather

Rare Materials: None

Unique Materials: None

Collections

- Astrariums: 0
- Bottles of Thedas: 0
- High Dragons: 0
- Landmarks: 0
- Mosaic Pieces: 0
- Glyphs: 0
- Shards: 0
- Treasure Maps: 0
- Logging Stands: 1
- Quarries: 0

Inquisition Personnel

Party Members

- Cassandra
- Varric
- Solas

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Haven

Locale/Collections Map

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Haven

Merchants

Seggrit's Shop

Item	Cost
Upgrades (Highlights)	
Sturdy Bianca Grip	28
Aiming Module I	28
Bianca Arms I	19
Weapon Schematics	
Bianca Arms I	20
Bianca Aiming I	20
Sturdy Bianca Grip	20

Harritt's Shop

Item	Cost
The Tactician's Renewal	Special

Note

The Tactician's Renewal is a unique single-use amulet that allows you to re-spec the abilities of any character who wears it. The initial cost of these amulets is low, but after your first purchase the price shoots up and stays up.

Note

Once Dennet, the horsemaster, has joined the Inquisition, you can visit him at the stables to acquire more mounts. The mounts available at Dennet's store differ based on your progress. Initially you can purchase only the Taslin Strider, but more mounts are available later. For more information on mounts and their availability, reference the Skyhold section.

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Haven

Requisitions

Requisition Quests	
Requisition	**Materials**
Requisition for Weapons	5 Iron, 1 Logging Stand
Lotus and Root*	4 Blood Lotus, 5 Elfroot

* Acquired from Mother Giselle

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Haven

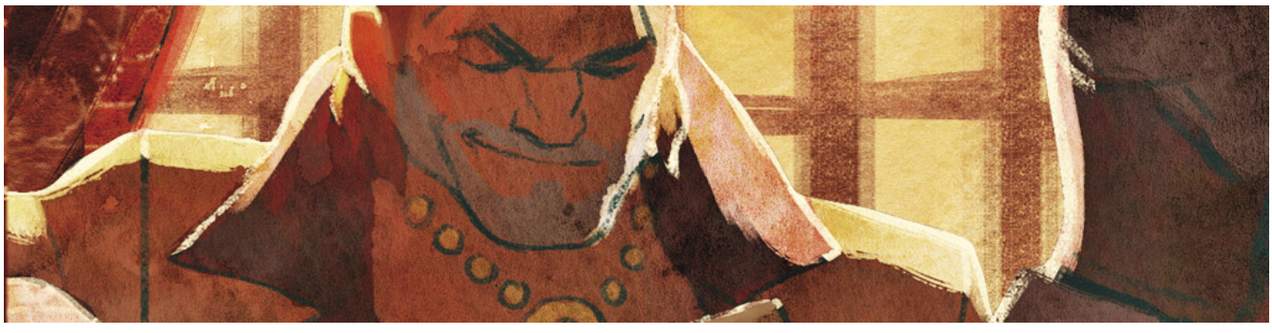
Party Members

Cassandra

Affiliated Quest: The Wrath of Heaven

Initially, you're Cassandra's prisoner, held in a cell beneath the chantry following the tragedy at the Temple of Sacred Ashes. But she automatically becomes a member of your party as you begin the trek to the first Fade rift.

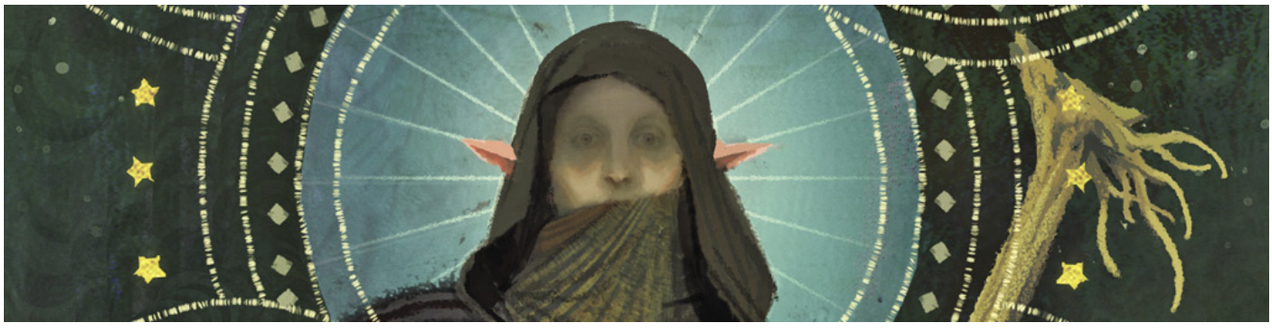
Varric



Affiliated Quest: The Wrath of Heaven

Varric is first encountered at the first Fade rift, battling demons alongside Solas. Following this encounter, Varric automatically becomes a member of your party, joining you during the journey to the Breach.

Solas



Affiliated Quest: The Wrath of Heaven

Solas shows you how to use the mark to close the first Fade rift in the Stormback Mountains. Following this encounter, Solas joins your party, alongside Cassandra and Varric.

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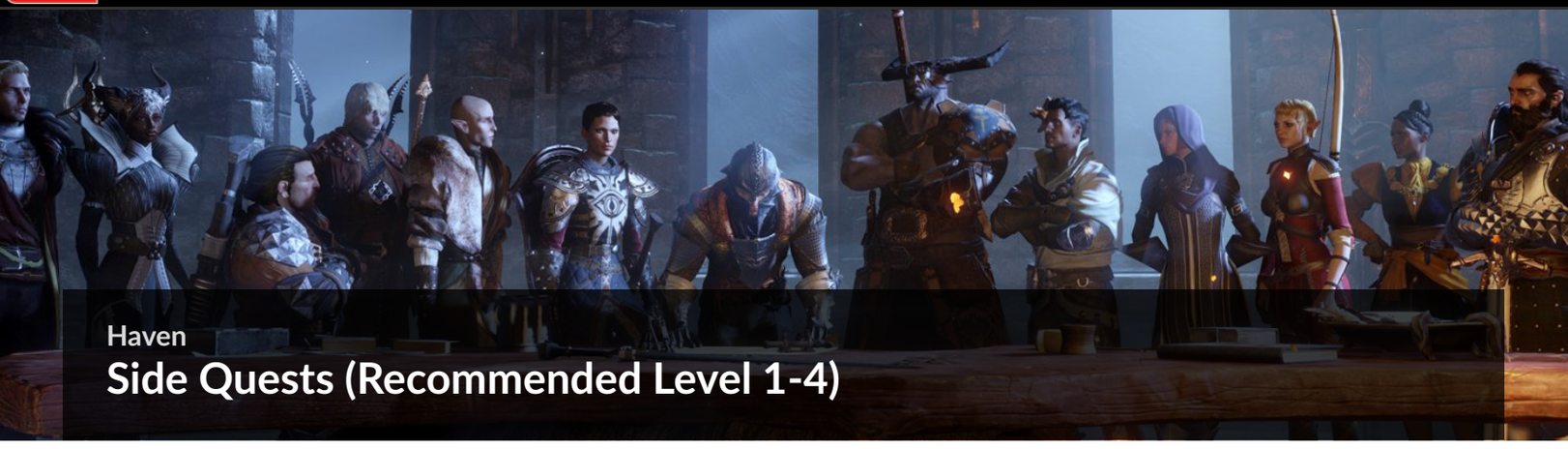

Haven

Side Quests (Recommended Level 1-4)

LEGEND

Level I-4

1. Haven's Best and Brightest
2. The Right Armor
3. Piece by Piece
4. Passing Notes
5. Mixing Potions
6. Know Thy Enemy

1: Haven's Best and Brightest

Quest Giver: N/A

Description: Even in these trying times, good help is not so hard to find. Explore Haven and meet some of the Inquisition's crafting masters.

Requirements: Available after meeting the war council

Reward: 50 XP

Objectives:

- Speak with the smith.
- Speak with the researcher.
- Speak with the quartermaster.
- Speak with the apothecary.

This quest is available immediately after leaving the game's opening cinematic. Start by speaking to the blacksmith, Harritt. He's located outside Haven's main gate. Harritt is the one who crafted the new armor you're currently wearing. Here you can craft new weapons and armor as well as modify existing equipment. Question Harritt about different aspects of his job to unlock two more quests: The Right Armor and Piece by Piece. These two quests can be completed here.

Adan, the apothecary, is on the west side of Haven, not far from Solas. He had a hand in your recovery following the incident at the temple. Adan is responsible with supplying the Inquisition with potions. You can come here to craft new potions using recipes and herbs. You can get the Passing Notes and Mixing Potions quests by speaking to Adan.

Next, speak to Threnn, the Quartermaster, near the tent outside the chantry. She's responsible for fulfilling requisitions. She has prepared a list of items the Inquisition needs—find some iron and a logging site to complete the Requisition for Weapons quest. Return to the table next to Threnn to complete requisitions.

Finally, talk to Minaeve, the researcher, in the chantry within Josephine's office. Some enemies drop unique collectibles. Return them to the researcher to learn more about your foes and earn combat bonuses against them. Interact with the table next to Minaeve to deposit some items, completing the Know Thy Enemy quest.

2: The Right Armor

Quest Giver: Harritt in Haven

Description: With the right materials, Haven's blacksmith can craft some pretty decent armor.

Requirements: Available after completing Haven's Best and Brightest

Reward: New armor

Objectives:

- Have some armor made.

Before you can craft some armor, you need to gather raw materials. Usually these items can be found in the wild during your journey. Fortunately, Harritt has a stash of materials nearby. Loot the crate next to the Craft Armor table—this will give you enough material to create some armor. Next, interact with the Craft Armor table. Armor is crafted using a schematic and raw materials. The schematic determines the appearance and potential power of the crafted armor, and the materials determine the specific stats and powers of the armor. Using the provided schematic and materials, craft a new piece of armor to complete the quest. Don't forget to equip the new armor.

3: Piece by Piece

Quest Giver: Harritt in Haven

Description: The blacksmith can also improve existing armor.

Requirements: Available after completing Haven's Best and Brightest

Reward: Modified armor

Recommended Level: 2

Objectives:

- Modify some armor.

While you're still at the blacksmith's, take a moment to complete this simple quest. Start by looting the crate next to the Craft Weapons table. Inside is an armor upgrade. Next, go to the Modify Armor table. Upgrading armor adds the upgrade's stats to the armor's stats while also altering the armor's appearance. Choose the armor you wish to upgrade, preferably the armor you just crafted. Each piece of armor has two upgrade slots: arms and legs. Apply the upgrade you just retrieved from the crate, then select Confirm Changes to complete the process. Upgrades aren't permanent. They can be removed and applied to other armor. So before selling armor (or weapons), make sure you've removed any upgrades you wish to keep.

4: Passing Notes

Quest Giver: Adan in Haven

Description: Some technical notes were found while exploring Haven. They look like someone named Taigen put a lot of work into them.

Requirements: Available after scouting the Hinterlands

Reward: 100 XP, regeneration potion recipe

Objectives:

- Find Taigen's notes.
- Return the notes to Adan.

This quest is available after choosing the "Need any help?" conversation option while speaking to Adan—you can do this while completing the Haven's Best and Brightest quest. Adan needs some help finding Master Taigen's notes. Apparently Taigen was working on something special before he died at the Conclave. After speaking with Adan and selecting the quest, go to the purple mark on the quest map. As you near this area, a pulsing blue ring appears around the compass, indicating the presence of a hidden object. Press the button/key shown on-screen to begin searching. Once you initiate a search, a gold ring-like radius emanates from your character's feet. But the ring isn't uniform—it glows brighter along one edge, indicating the direction of the hidden object. Continue searching, using this indicator to move closer and closer to the hidden object. When you initiate a search next to the object, it finally appears on the ground, allowing you to retrieve it. Take Taigen's notes to Adan. In return he gives you access to a new potion recipe. You can now complete the Mixing Potions quest.

5: Mixing Potions

Quest Giver: Adan in Haven

Description: A recovered recipe can be used to mix a potion at a loadout station. There, the potion can also be equipped or replenished. Potion loadout stations are found in the Inquisition's base of operations or at any claimed camp.

Requirements: Available after completing Passing Notes

Reward: 50 XP

Objectives:

- Visit a potion loadout station.

Immediately after completing the Passing Notes quest, interact with the Equip Potions table next to Adan. This gives you access to your Potion Belt menu. Here you can assign or replenish potions for different party members. Healing potions, at the top of the radial, are replenished for free automatically, but all other potions require herbs to replenish them. Select the empty potion slot on the radial and assign the regeneration potion to it. It requires one elfroot to create each regeneration potion—replenish this potion to craft it from existing elfroot. If you don't have any elfroot, it can be acquired outside of Haven—it's by far the most common herb in the game and easy to find in multiple locales. Exit the Potion Belt menu to complete the quest.

6: Know Thy Enemy

Quest Giver: N/A

Description: Some items recovered in battle may later be worth studying.

Requirements: Available after scouting the Hinterlands

Reward: 50 XP

Objectives:

- Give Minaeve an item to research.

Chances are you completed this quest during Haven's Best and Brightest. Interact with the table next to Minaeve to deposit a research item. Research items can be looted from some fallen enemies following a battle. If you didn't retrieve any research items during your advance to the Temple of Sacred Ashes, you'll need to come back later and complete this quest.

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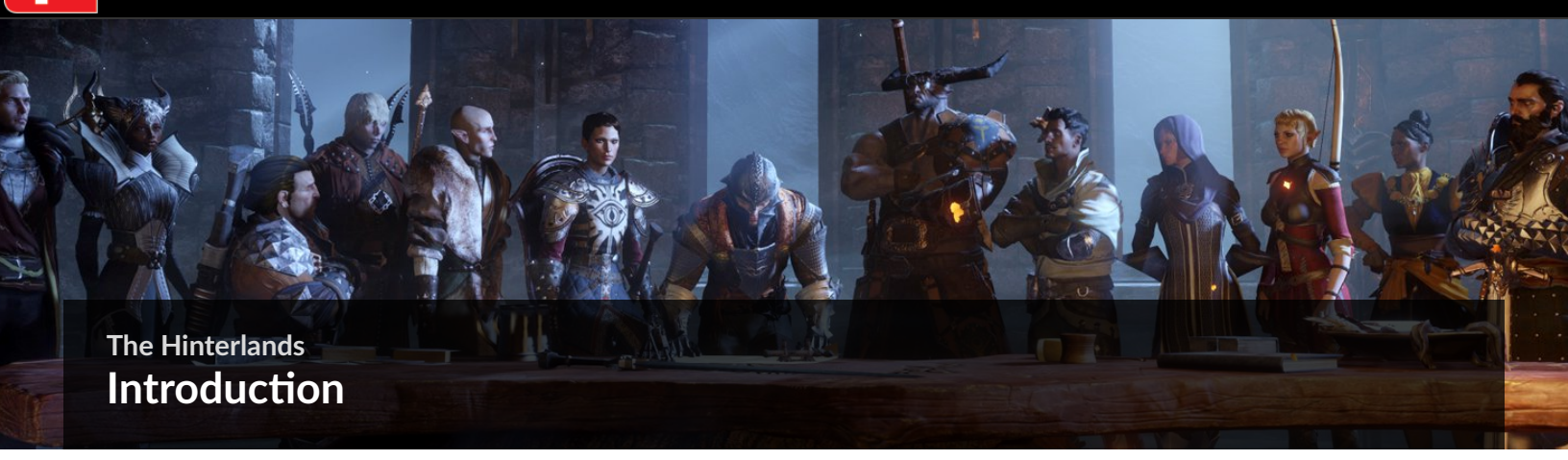

The Hinterlands

Introduction

Nestled in the heart of Ferelden are the old forests and farmsteads of the Hinterlands. This rocky, rolling gateway to Redcliffe has now fallen into chaos. The conflict between mages and templars forced many off their lands, demons stalk the hills, and reports of strange magic abound near Redcliffe.

Locale Summary

Scouting Cost: 1 Power

The first locale visited by the fledgling Inquisition, and one of the most expansive, the Hinterlands may seem intimidating at first. There's a lot of work to be done in order to secure power and influence throughout Thedas, and it's the Hinterlands where a lot of that work can be done. Inquisitors willing to spend time and effort in fully exploring this locale in the early part of the game can give themselves a lot of power to work with, allowing you to unlock other locales and potential party members. Major regions within the Hinterlands include the Crossroads, Redcliffe Farms, and the town of Redcliffe itself. The dungeon of Valammar awaits Inquisitors who take on a specific side quest.

Be careful where you wander early on. A few regions in the Hinterlands are far more dangerous than any demon, apostate, or enraged templar. Dragons have made the valley southwest of Redcliffe their home.

Crafting Materials

Common Materials:

- Elfroot
- Spindleweed
- Embrium
- Iron
- Canine Leather
- Fennec Fur
- Nugskin

Rare Materials:

- Royal Elfroot
- Deep Mushroom
- Obsidian

Unique Materials:

- Crystal Grace
- Drakestone
- Onyx
- Bear Hide
- Ram Leather

Collections

- Astrariums: 3
- Bottles of Thedas: 4
- High Dragons: 1
- Landmarks: 19
- Mosaic Pieces: 12
- Glyphs: 2
- Shards: 22
- Treasure Maps: 3
- Logging Stands: 2
- Quarries: 0

Inquisition Personnel

Party Members

- Blackwall

Agents

- Clemence
- Enchanter Ellendra
- Horsemaster Dennet
- Lord Berand
- Ritts
- Speaker Anais
- Tanner
- Corporal Vale

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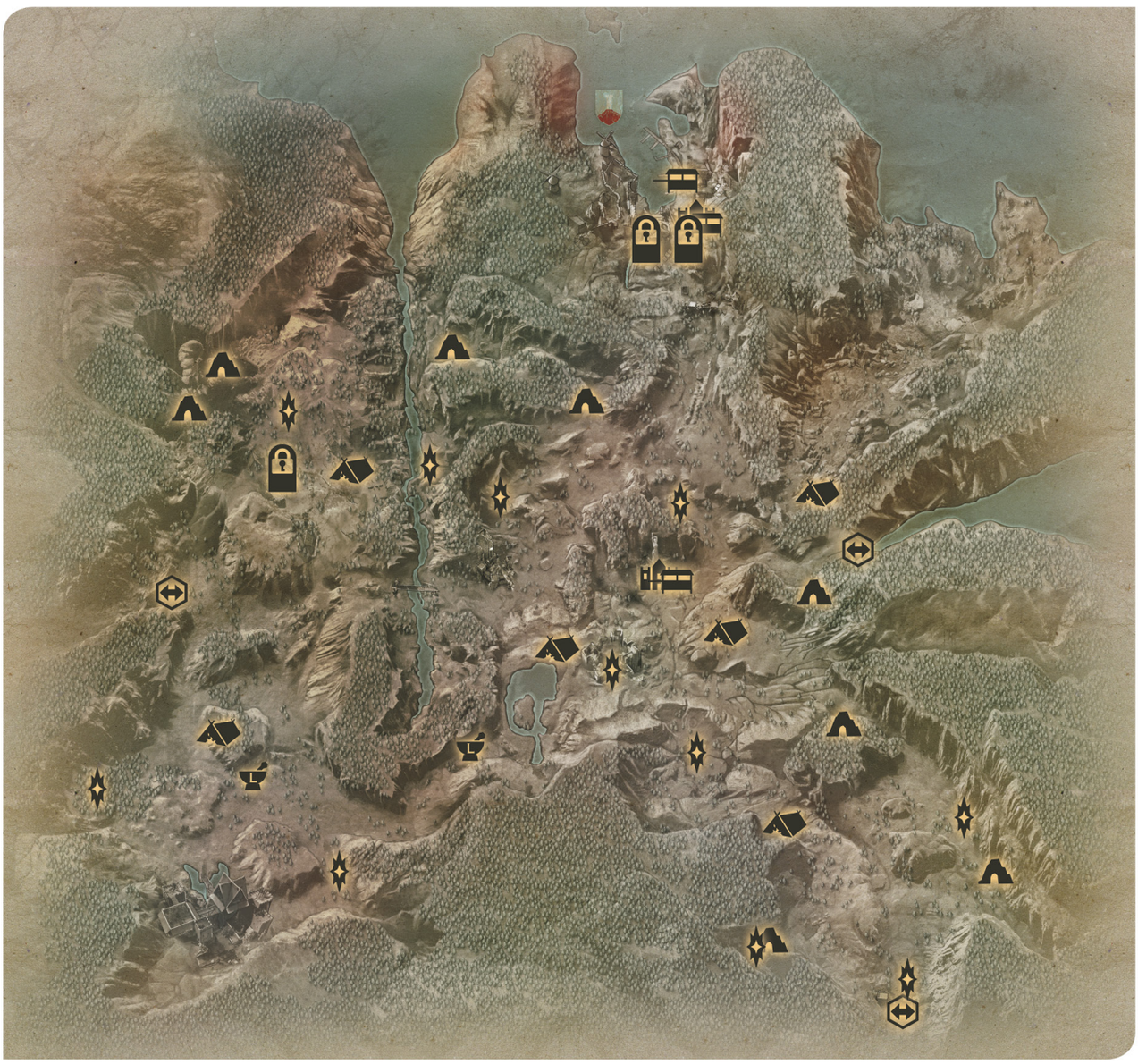
The Hinterlands

Locale Map



Legend

- Area Exit
- Logging Stand
- Quarry
- Cave/Dungeon
- Fade Rift
- Merchant
- Settlement
- Locked Door

Inquisition Camps

- Redcliffe Farms Camp
- Forest Camp
- Upper Lake Camp
- Dusklight Camp
- Outskirts Camp
- Dwarfson's Pass Camp

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The Hinterlands

Collections

LEGEND

Astrariums

- Constellation: Judex
- Constellation: Draconis
- Constellation: Peraquialis

Bottles of Thedas

High Dragon

Ferelden Frostback

Landmarks/Points of Interest

1. Lornan's Exile
2. The Tempter Burns
3. Thelm Gold-Handed, the Dreamer
4. Dragon Nest
5. The Gull and Lantern
6. The Hero of Ferelden
7. Redcliffe Windmill
8. The Departure of Her Lover
9. Hendir, Dwarf-Prince, Friend to Tyrdda
10. The Burial of the Beast
11. Fort Connor
12. Broken Bridge
13. Templar Camp
14. Tyrdda Bright-Axe, Avvar Mother
15. Thelm Gold-Handed, the Tempter
16. Tyrdda Flying to Her Lover
17. Tyrdda's Lover
18. Maferath Repentant
19. Grand Forest Villa

Mosaic Pieces

Oculara and Shards

Ocularum I: The Outskirts
Ocularum +4 Shards

Ocularum 2: Lake Luthias
Ocularum +4 Shards

Ocularum 3: Redcliffe Farms
Ocularum +5 Shards

Ocularum 4: Grand Forest Villa*
Ocularum +5 Shards

Ocularum 5: Lady Shayna's Valley**
Ocularum +4 Shards

Solas Artifacts

Glyphs

Song Lyrics

Bards in Redcliffe sing multiple songs. You have to stick around and listen to collect them all.

Treasure Maps

Map to a Waterfall
Sketch of Calenhad's Foothold
Map of a Farmland Cave

* You will need to clear out a part of the Grand Forest Villa of mercenaries in order to safely reach the ocularum.

** You will need to defeat the Ferelden Frostback High Dragon to safely reach the ocularum, much less collect all of the shards it reveals.

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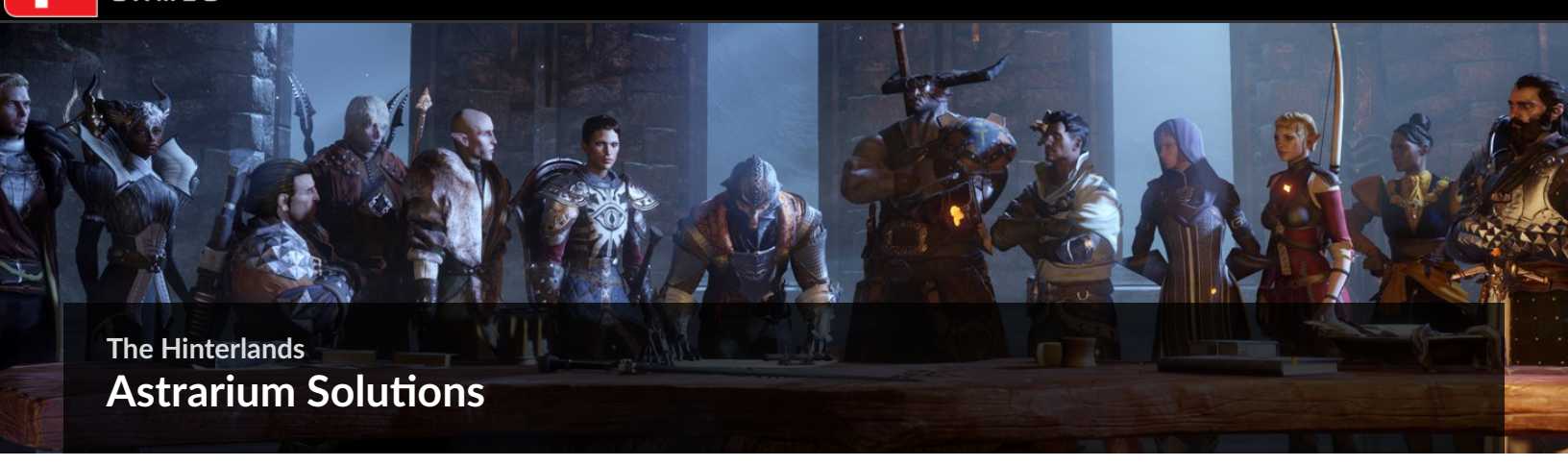
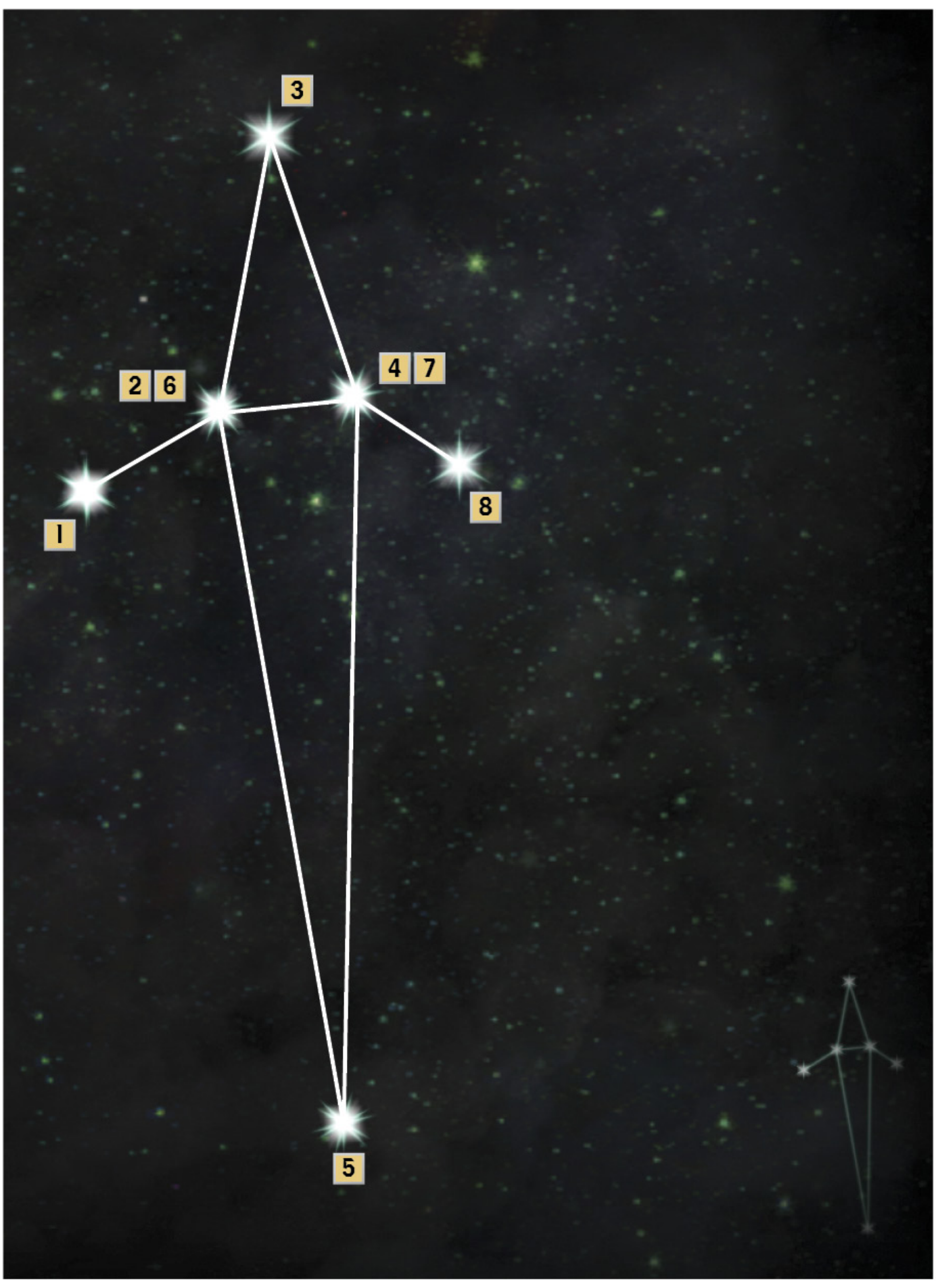


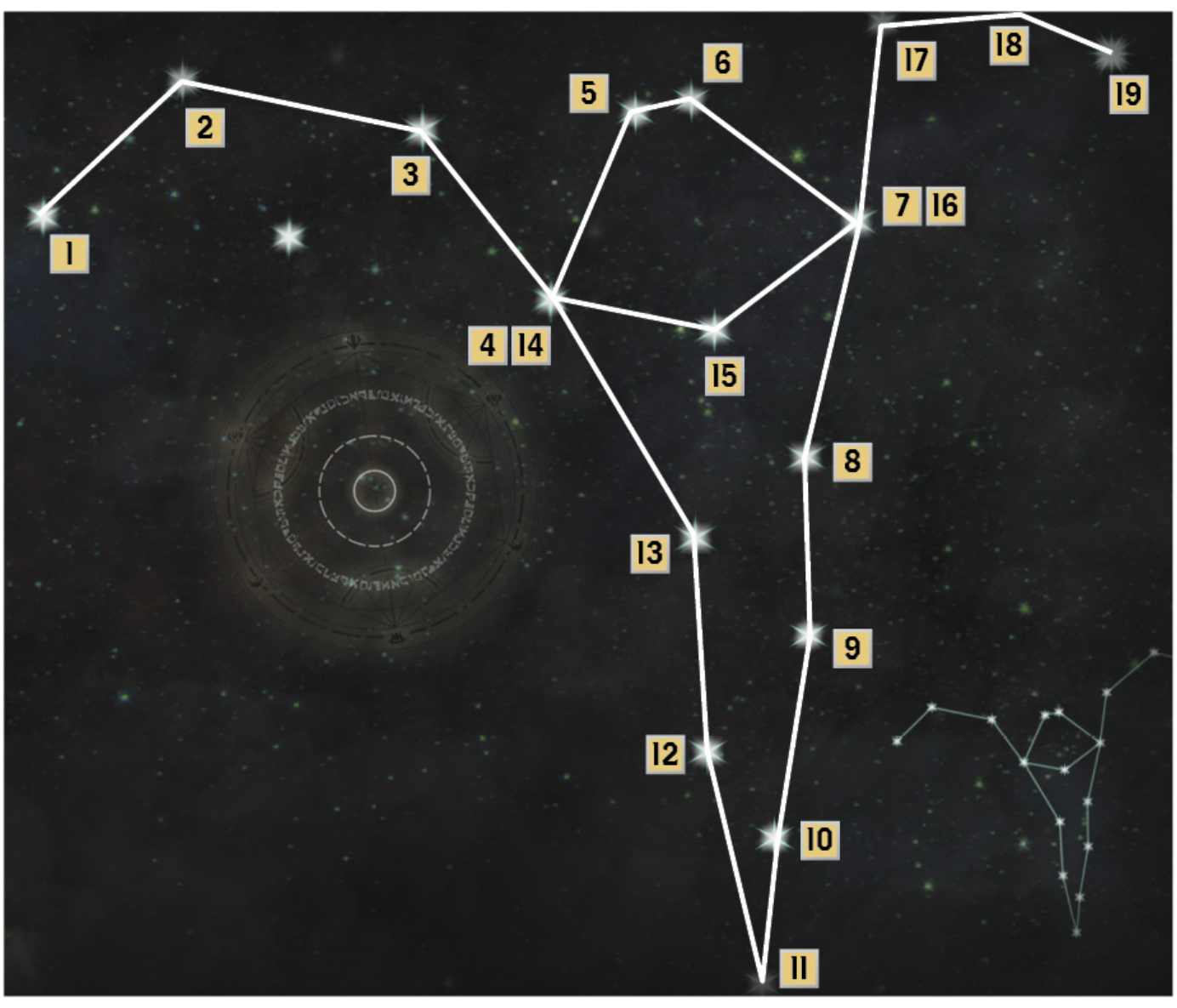
The Hinterlands

Astrarium Solutions

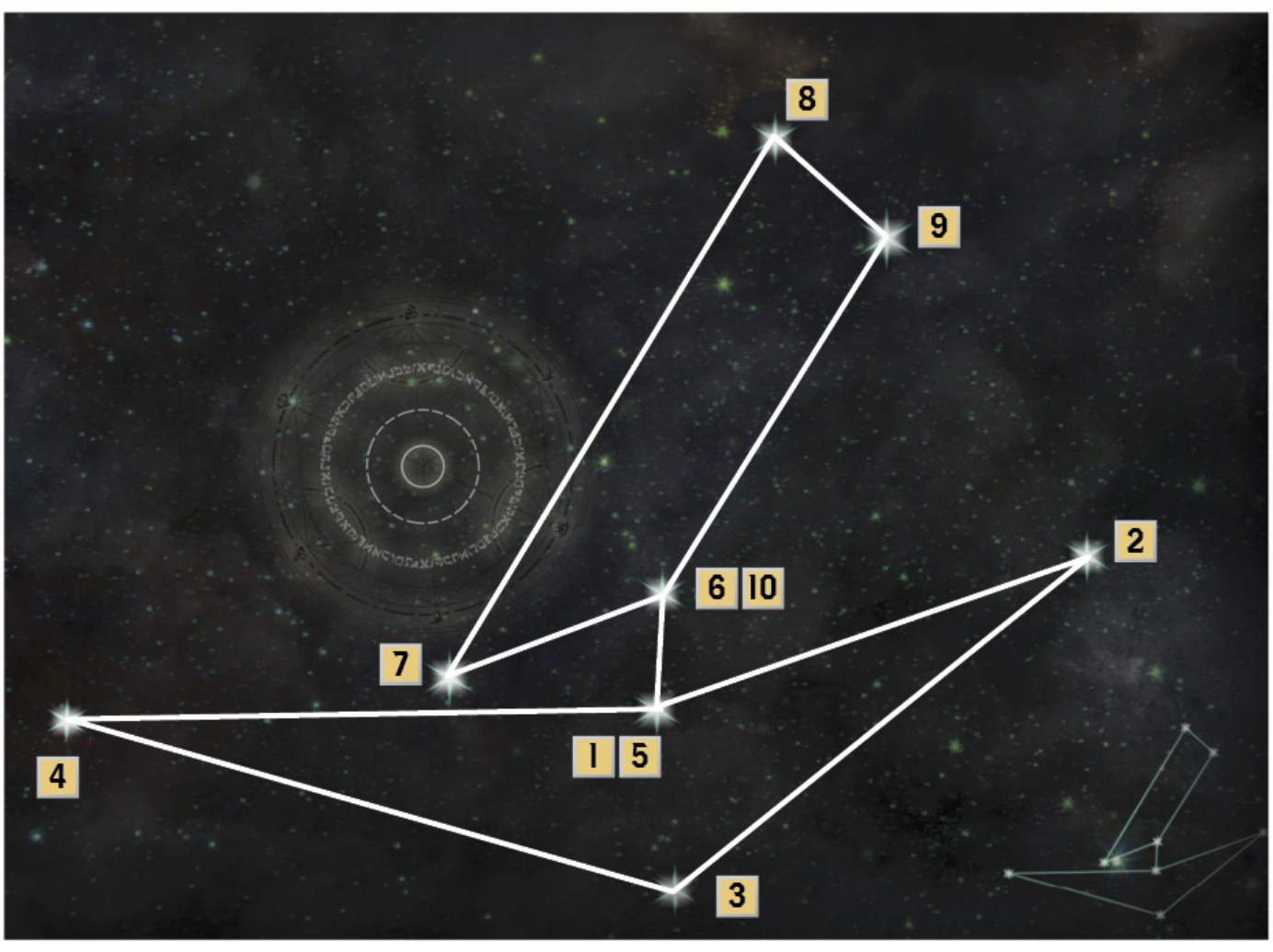
Astrarium: Judex



Astrarium: Draconis



Astrarium: Peraquialis



Astrarium Vault

After you solve all three astrariums in the Hinterlands, the door to the treasure chamber they locked will open. Its location is within the final cave you enter as part of the Apostates in the Witchwood side quest, and it will be marked on your quest map. See the information on that quest for further details on how to reach this cave.

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The Hinterlands

Fade Rifts

The first locale you visit is filled with Fade rifts to close. Expect the basic types of demons to oppose you at every one of these rifts: wraiths and shades, with terrors being among the greatest threat. You might occasionally see rage demons and despair demons appear during the later waves at some of these rifts, so be careful.

Fade Rift Details

Quest	Rifts	Total Power
Rifts on the Outskirts	2	2
Rifts at the Farm	2	2
Rifts at Dwarfson's Pass	3	3
Rifts at the Foothold	2	2
Rifts in the Woods	2	2

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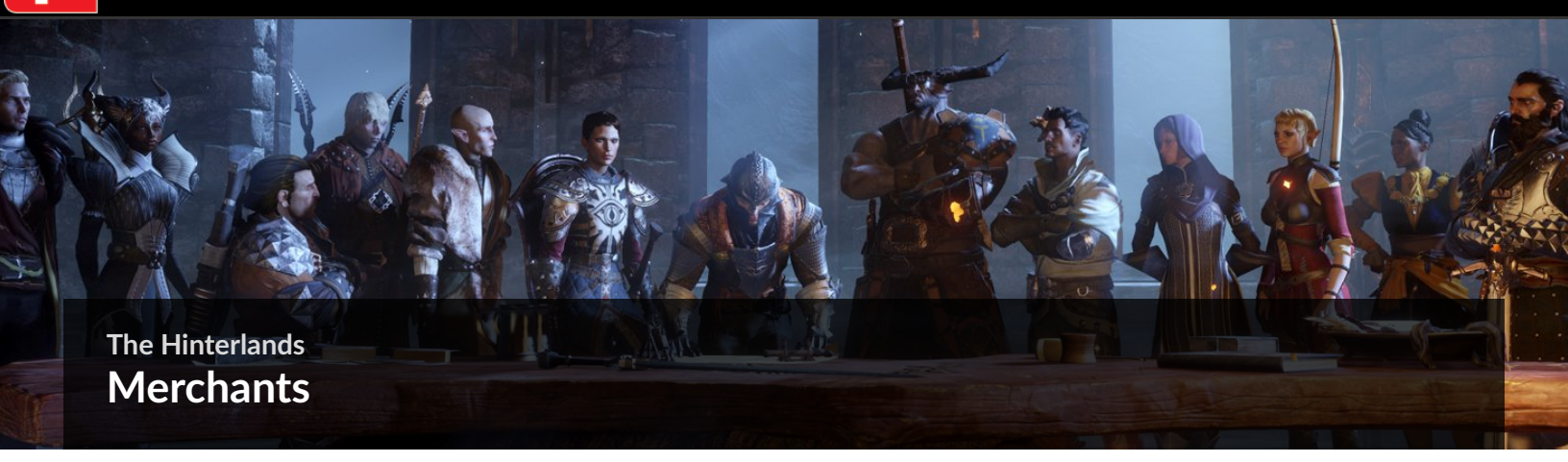

The Hinterlands

Merchants

Crossroads Merchant

Item	Cost
Weapons (Highlights)	
Stormbreak	439
Mercenary Lord Blade	78
Upgrades (Highlights)	
Sturdy Bianca Grip	28
Aiming Module I	28
Bianca Arms I	19
Crafting Materials	
Spindleweed	20
Ram Leather	20
Nugskin	20
Fennec Fur	20
Elfroot	20
Druffalo Hide	20
Dragonling Scales	20
Canine Leather	20
Bronto Hide	20
Blood Lotus	20
Recipes	
Antivan Fire Grenade Recipe	53

Redcliffe Weapons Merchant

Item	Cost
Weapons (Highlights)	
Dagger of Faith	78
Upgrades (Highlights)	
Masterwork Firm Dagger Grip	70
Masterwork Hilted One-Handed Haft	70

Redcliffe Armor Merchant

Item	Cost
Armor (Highlights)	
Masterwork Battlemaster Mail	14212
Masterwork Scout Armor	1161
Superior Vanguard Coat	298
Superior Hunter Coat	298
Upgrades (Highlights)	
Superior Vanguard Coat Legs	70
Superior Vanguard Coat Arms	70
Superior Hunter Coat Legs	70
Superior Hunter Coat Arms	70

Redcliffe Schematics Merchant

Item	Cost
Weapon Schematics	
Templar Greatsword	129
Pointed Maul	129
Keeper Staff	129
Double-Bearded Axe	129
Raider Hatchet	64
Kite Shield	64
Thick Greatsword Grip	20
Rugged Two-Handed Haft	20
Rugged Bow Grip	20
Pointed Dagger Grip	20
Jeweled Staff Blade	20
Hilted One-Handed Haft	20
Dense Two-Handed Haft	20
Curved Staff Grip	20
Curved Longsword Grip	20
Bulky One-Handed Haft	20
Blunt Pommel	20
Balanced Dagger Grip	20
Army Longsword Grip	20
Acolyte Staff Blade	20
Armor Schematics	
Medium Adventurer Armor	176
Light Adventurer Armor	176
Heavy Adventurer Armor	176
Sturdy Scout Coat	159
Sturdy Scout Armor	159
Sturdy Defender Coat	159
Sturdy Defender Armor	159
Sturdy Apprentice Armor	159
Templar Helmet	28
Templar Scribe Cowl	20
Scout Hat	20
Scout Coat Legs	20
Scout Armor Legs	20
Scout Armor Arms	20
Defender Coat Legs	20
Defender Armor Legs	20
Apprentice Coat Legs	20
Apprentice Coat Arms	20
Apprentice Armor Arms	20
Apprentice Armor Legs	20

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The Hinterlands

Requisitions

Requisition Quests	
Requisition	**Materials**
Hinterlands Drakestone Survey	2 Onyx, 5 Drakestone
Hinterlands Tapestry Requisition	5 Velveteen, 4 Decorative Gems
Hinterlands Cage Requisition	5 Fereldan Locks, 10 Iron

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The Hinterlands

Party Members

Blackwall

Affiliated Quest: The Lone Warden

The Lone Warden quest is available immediately after returning from Val Royeaux. Search the western shore of Lake Luthias to find Blackwall busy training some Grey Warden recruits. After you help him fend off an attack from bandits, Blackwall offers his services to the Inquisition.

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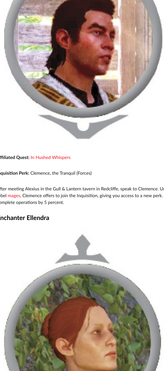
Agents

Clemence



Affiliated Quest: In Hushed Whispers

Inquisition Perk: Clemence, the Tranquil (Forces)

After meeting Alexius in the Gull & Lantern tavern in Redcliffe, speak to Clemence. Unhappy with his current role among the rebel mages, Clemence offers to join the Inquisition, giving you access to a new perk. This reduces the time it takes Cullen to complete operations by 5 percent.

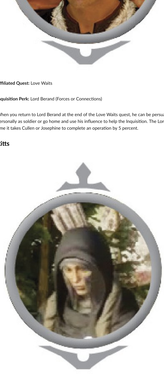
Enchanter Ellendra

Affiliated Quest: My Lover's Phylactery

Inquisition Perk: Enchanter Ellendra (Connections)

Ellendra can be convinced to join the Inquisition by Vivienne, following the sad news of her templar lover's passing. Alternatively, you can convince her to join if you're playing as a mage, have sided with the mages/templars, or have the arcane persuade conversation option.

Horsemaster Dennet

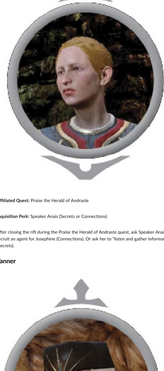


Affiliated Quest: Horses for the Inquisition

Inquisition Perk: Horsemaster Dennet (Inquisition)

Horsemaster Dennet admits his temptation to leave his lands and wife behind to join the Inquisition but is initially unwilling to make the commitment. However, Cassandra or Vivienne can convince him that the cause is righteous enough to join.

Lord Berand



Affiliated Quest: Love Waits

Inquisition Perk: Lord Berand (Forces or Connections)

When you return to Lord Berand at the end of the Love Waits quest, he can be persuaded to either join the Inquisition personally as soldier or go home and use his influence to help the Inquisition. The Lord Berand perk reduces the amount of time it takes Cullen or Josephine to complete an operation by 5 percent.

Ritts

Affiliated Quest: Strange Bedfellows

Inquisition Perk: Witty Ritts (Secrets)

As part of the Strange Bedfellows quest, Varric or a dwarven Inquisitor is able to convince Ritts that her unique talents are useful, enough that she will become one of Leliana's agents, reducing the time it takes for her to complete a war table operation by 5 percent.

Speaker Anais

Affiliated Quest: Praise the Herald of Andraste

Inquisition Perk: Speaker Anais (Secrets or Connections)

After closing the rift during the Praise the Herald of Andraste quest, ask Speaker Anais to "spread word of an Inquisition" to recruit an agent for Josephine (Connections). Or ask her to "listen and gather information" to make her an agent for Leliana (Secrets).

Tanner

Affiliated Quest: Business Arrangements

Inquisition Perk: Smuggler Tanner (Secrets)

A letter found on a dead templar suggests that Tanner is secretly doing business with the templars. Confront Tanner in Redcliffe, near the chantry. Have Cassandra coerce Tanner into joining the Inquisition to unlock the Smuggler Tanner perk. This reduces the amount of time it takes for Leliana to complete operations by 5 percent.

Corporal Vale

Locale: The Hinterlands

Affiliated Quest: Various Hinterlands Quests

Inquisition Perk: Vale's Irregulars (Forces)

After helping refugees at the Crossroads with a series of small quests, speak to Corporal Vale to receive one of three possible rewards as well as a perk. If you ask Corporal Vale to recruit skilled refugees, you'll gain one power. If you ask that the refugees work for the Inquisition, you'll earn gold. Or ask to grow the Inquisition's reputation to make him an agent.

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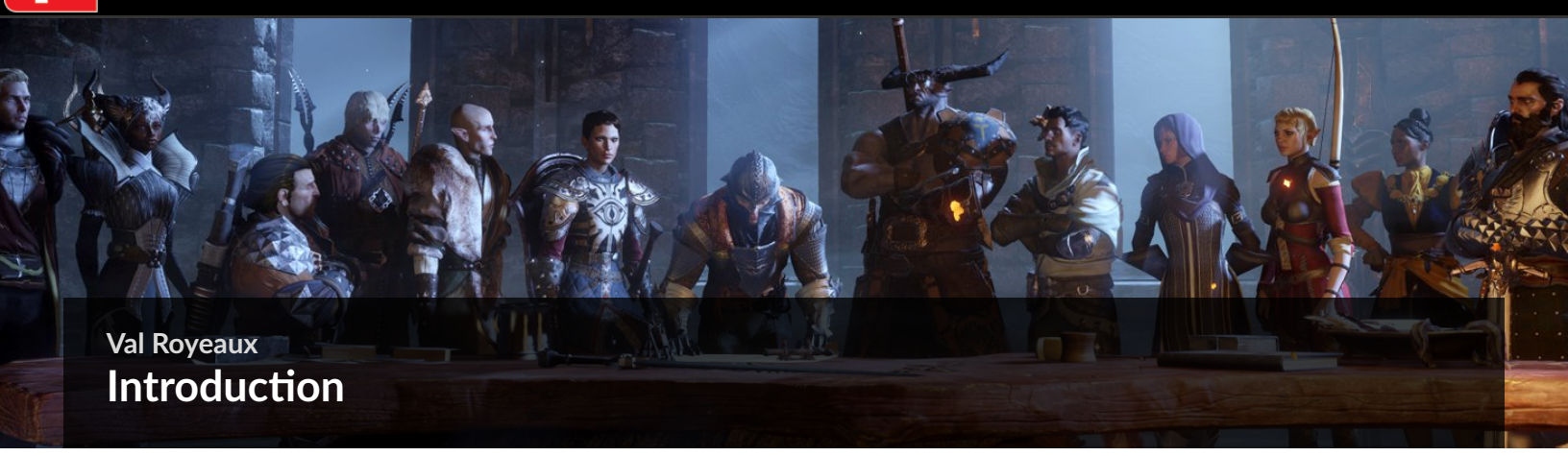

Val Royeaux

Introduction

The capital of Orlaishas endured the ages to become a beacon of civilization, its citizens the measure of modernity. Just ask them. Val Royeaux is in every way a world leader—in commerce, culture, and its own exaggerated beauty.

Locale Summary

Scouting Cost: 0

The Inquisition first travels to Val Royeaux during the critical path quest The Threat Remains. Here the Herald of Andraste attempts to calm the concerns of Mother Hevara and the Chantry. But things don't go according to plan. Beyond the brief meeting with Mother Hevara, Val Royeaux is a locale worth exploring. This is where the Inquisition can recruit Sera and Vivienne. Merchants scattered about the main level sell wares ranging from weapons and armor to furniture, windows, and drapery for Skyhold.

Crafting Materials

Common Materials:

- Velveteen
- Silk
- Cotton

Rare Materials: None

Unique Materials: None

Collections

- Astrariums: 0
- Bottles of Thedas: 0
- High Dragons: 0
- Landmarks: 0
- Mosaic Pieces: 0
- Glyphs: 0
- Shards: 0
- Treasure Maps: 0
- Logging Stands: 0
- Quarries: 0

Inquisition Personnel

Party Members

- Sera
- Vivienne

Agents

- Barter by Belle

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Val Royeaux

Locale/Collections Map

Main Level

Upper Level

Legend

Area Exit · Merchant · Song Lyrics

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Val Royeaux

Merchants

Barnabus's Shop

Item	Cost
Accessories (Highlights)	
Enhanced Ring of Life-Drain	379

Havel's Shop

Item	Cost
Weapons (Highlights)	
Bloodied Wings	5598
Punisher	1371
Lifetaker Staff	3428
Seeker Shield	528
Armor (Highlights)	
Masterwork Scout Coat	2320
Superior Vanguard Armor	1714
Superior Hunter Armor	1714
Superior Enchanter Armor	1714
Intense Elfsnake Vitaar	343
Upgrades (Highlights)	
Sten Sword Grip	738
Narrow Greatsword Grip	738
Masterwork Wrapped One-Handed Haft	738
Masterwork Engraved Two-Handed Haft	738
Masterwork Battlemage Staff Grip	738
Masterwork Battlemage Staff Blade	738
Superior Enchanter Staff Blade	211
Masterwork Spiked Pommel	211
Masterwork Bound Dagger Grip	211
Balanced Two-Handed Grip	211
Crafting Materials	
Blank Runestone	71

Pierre-Marie's Shop

Item	Cost
Weapons (Highlights)	
Fadewalker Staff	154
Dreamweaver Staff	154
Armor (Highlights)	
Intense Deathroot Vitaar	39
Superior Enchanter Coat	298

Crafting/Furniture Shop

Item	Cost
Crafting Materials	
Velveteen	20
Silk	20
Cotton	20
Skyhold **Furniture**	
Qunari Glass	1568
Orlesian Glass	1568
Fereldan Glass	1568
Dwarven Glass	1568
Dalish Glass	1568
Andrastian Glass	1568
Orlesian Bed II	713
Orlesian Bed I	713
Free Marches Bed II	713
Dwarven Bed	713
Tevinter Drapery	356
Templar Drapery	356
Qunari Drapery	356
Orlesian Drapery	356
Mage Circle Drapery	356
Inquisition Drapery	356
Grey Warden Drapery	356
Free Marches Drapery	356
Fereldan Drapery	356
Elven Drapery	356
Dwarven Drapery	356
Dalish Drapery	356
Chasind Drapery	356
Chantry Drapery	356

Willvan's Recipe Shop

Item	Cost
Recipes	
Spirit Resistance Tonic Recipe	53
Lightning Resistance Tonic Recipe	53
Fire Resistance Tonic Recipe	53
Cold Resistance Tonic Recipe	53

Schematic Shop

Item	Cost
Weapon Schematics	
Dwarven Maul	755
Thrusting Longsword	380
Ornate Pommel	223
Firm Pommel	223
Notched Two-Handed Haft	223
Armor Schematics	
Superior Hunter Coat	2288
Orlesian Army Warrior Armor	3075
Orlesian Army Scout Armor	3075
Orlesian Army Battlemage Armor	3075
Vanguard Coat	945
Enchanter Coat	945
Hunter Coat	945
Vanguard Coat Arms	223
Hunter Coat Arms	223
Elven Cowl	223

Saphi's Shop

Item	Cost
Armor (Highlights)	
Superior Battlemage Mail	3691
Intense Felandaris Vitaar	2953
Intense Elfsnake Vitaar	343
Upgrades (Highlights)	
Superior Prowler Mail Arms	738
Superior Prowler Coat Legs	738
Superior Battlemaster Mail Legs	738
Superior Battlemaster Mail Arms	738
Superior Battlemage Mail Legs	738
Superior Battlemage Mail Arms	738

Deraboam Shop (Upper Level)

Item	Cost
Golden Nug Statue	10000

Tip

Don't forget to visit Deraboam, the merchant on the top tier of the market, accessible through fast travel. He has one item that is available only after you've acquired a horse from Dennet, the horsemaster in the Hinterlands. The Golden Nug Statue costs 10,000 gold. Interacting with the statue unlocks The Big One operation on the war table. This two-hour operation unlocks all five greater mountain nuggalope mounts.

Note

After the attack on Haven, you can purchase codex entries from a book merchant in Val Royeaux. He sells codex entries to locations you can no longer access.

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Val Royeaux

Party Members

Sera

Affiliated Quest: A Friend of Red Jenny

After the meeting with Mother Hevara, listen for the sound of an arrow striking nearby. Interact with the arrow to begin A Friend of Red Jenny. After helping Sera dispatch some enemies, you have the opportunity to recruit her.

Vivienne

Affiliated Quest: The Imperial Enchanter

Look for a messenger in Val Royeaux extending an invitation to the Ghyslain Estate. Travel there on the world map to meet Vivienne. After a brief conversation you can invite her to the Inquisition.

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Barter by Belle

Affiliated Quest: The Threat Remains

Inquisition Perk: Barter by Belle (Connections)

After addressing the clerics, speak with Belle, a merchant in Val Royeaux. Frustrated by the lack of action taken by the templars and the Chantry, Belle wishes to join the Inquisition. Accepting Belle into the Inquisition unlocks the Barter by Belle perk, reducing the time it takes Josephine to complete missions by 5 percent.

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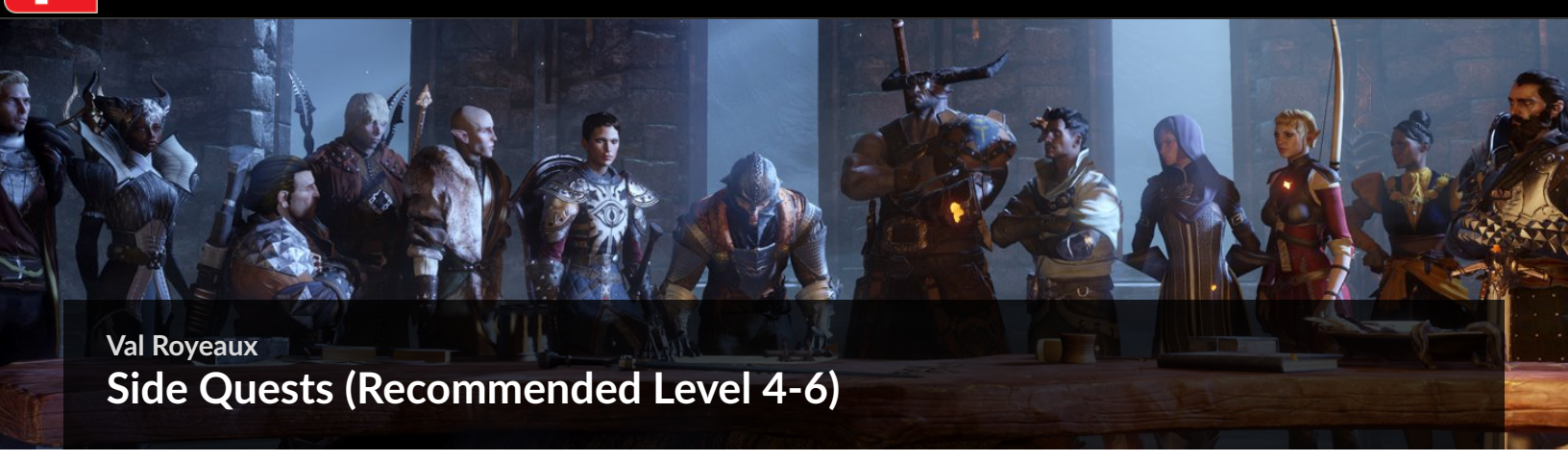

Val Royeaux

Side Quests (Recommended Level 4-6)

LEGEND

Level 4-6

1. A Friend of Red Jenny **2.** The Imperial Enchanter

1: A Friend of Red Jenny

Quest Giver: Arrow in the Market

Description: The strange message, delivered via arrow, said there is an enemy of the Inquisition waiting to strike Val Royeaux. It said to search the market, café, and docks for things that are red.

Requirements: Available after addressing the clerics

Reward: Sera

Objectives:

- Examine the message.
- Search by the dock.
- Search in the café.
- Search the upper market.
- Fend off the guards.

Immediately following the conversation with Mother Hevara and the templars, a mysterious arrow lands nearby. This is the start of a small quest, requiring you to search for red satchels by the dock, café, and upper market. Go to each location marked on the compass and conduct searches to find and retrieve the three satchels. To reach the upper market, enter the blue doors on the southwest side of the market—this gives you access to the balcony above.

Once you've found all three red satchels, a secluded courtyard appears on the world map—travel there. This takes you to small courtyard occupied by hostile reach guards and freeman spotters. Eliminate the first group of enemies, then open the door to the west. Here you encounter a noble, unfriendly to the Inquisition. But he's soon killed by a potential ally, Sera, an elven rogue archer. Sera is the one who led you here. Help Sera fend off the remaining guards before resuming your conversation. Sera is part of a band of criminals, thieves, and vandals called the Friends of Red Jenny. Accept her offer to join the Inquisition.

2: The Imperial Enchanter

Quest Giver: Circle mage messenger in the market

Description: Vivienne de Fer, the First Enchanter of Montsimmard, has extended an invitation to her salon at the chateau of Duke Bastien de Ghyslain.

Requirements: Available after addressing the clerics

Reward: Vivienne

Objectives:

- Attend the salon.

Speak to the messenger in Val Royeaux's market to receive an invitation from Vivienne de Fer, a well-connected mage in Orlais. The invitation adds the Ghyslain Estate to the world map—travel there. Upon entering the chateau, you're rudely greeted by a marquis who has nothing kind to say about the Inquisition. But he's soon set straight by Vivienne—she even allows you to choose the marquis's fate. After introducing herself, Vivienne gets to the point. As the leader of the last loyal mages of Thedas, she feels compelled to join the Inquisition. Feel free to ask Vivienne more questions, but at the end of the conversation, welcome her aboard—she is a powerful ally, both on and off the battlefield.

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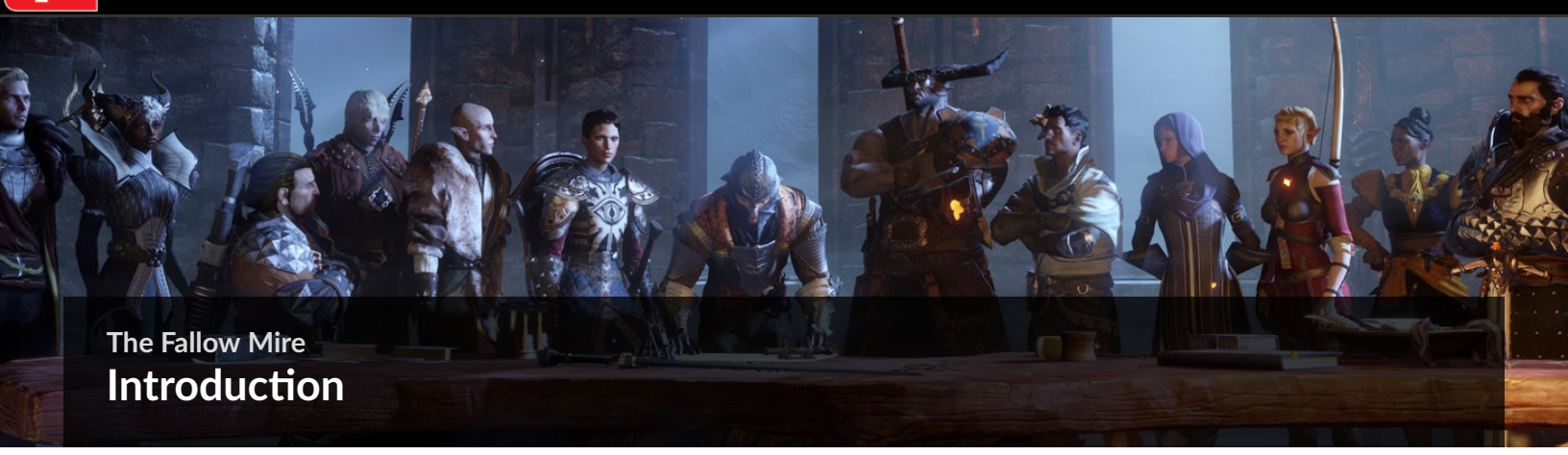

The Fallow Mire

Introduction

South of the Hinterlands, the land is wet and miserable, subject to seemingly endless storms. Villagers have tried to carve out a meager existence in the Fallow Mire, but their lives are under constant threat by a tidal wave of undead rising from the murky waters flooding much of this region. The Avvars, a nomadic mountain people of strength and stature, have claimed a once abandoned keep and captured a small cadre of Inquisition scouts. From this makeshift fortress, the Avvar leader has issued a challenge to the Inquisition: He wants to meet with their leader, for aggressive negotiation.

Locale Summary

Scouting Cost: 8 Power

The Fallow Mire is a dark and threatening locale, haunted by spirits and demons, subject to swarms of undead that rise when the water is disturbed by unassuming travelers. Your initial visit to this place will likely have you focused on surviving the trip through the marsh on your way to rescuing the Inquisition soldiers. While there are not many quests to accomplish here, it would not be good to abandon Inquisition soldiers to the Avvars, and nearly everything there is to do in the mire is more or less along the way to rescuing your people. The marshes and empty homes scattered throughout also hold resources you can use to better equip your party, and the constant presence of the undead gives early-level parties something to chew on while they train themselves for the battles to come.

Crafting Materials

Common Materials:

- Blood Lotus
- Blue Vitriol
- Summer Stone

Rare Materials: None

Unique Materials:

- Dawn Lotus

Collections

- Astrariums: 0
- Bottles of Thedas: 2
- High Dragons: 0
- Landmarks: 4
- Mosaic Pieces: 1
- Glyphs: 4
- Shards: 0
- Treasure Maps: 0
- Logging Stands: 0
- Quarries: 0

Inquisition Personnel

Agents

- Sky Watcher

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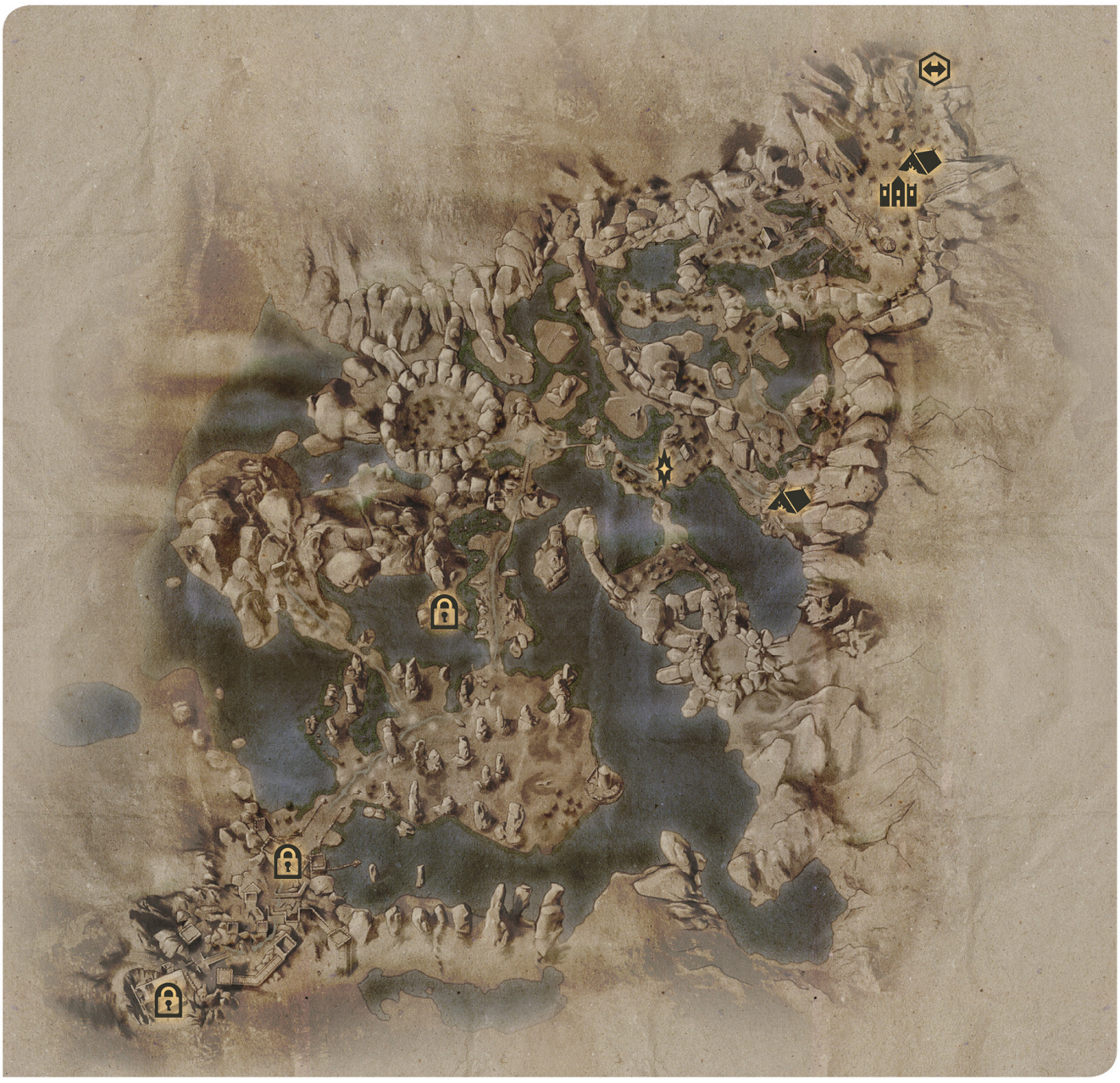
The Fallow Mire

Locale Map



Legend

- Area Exit
- Fade Rift
- Settlement
- Locked Door

Inquisition Camps

- Fisher's End Camp
- Old Thoroughfare Camp

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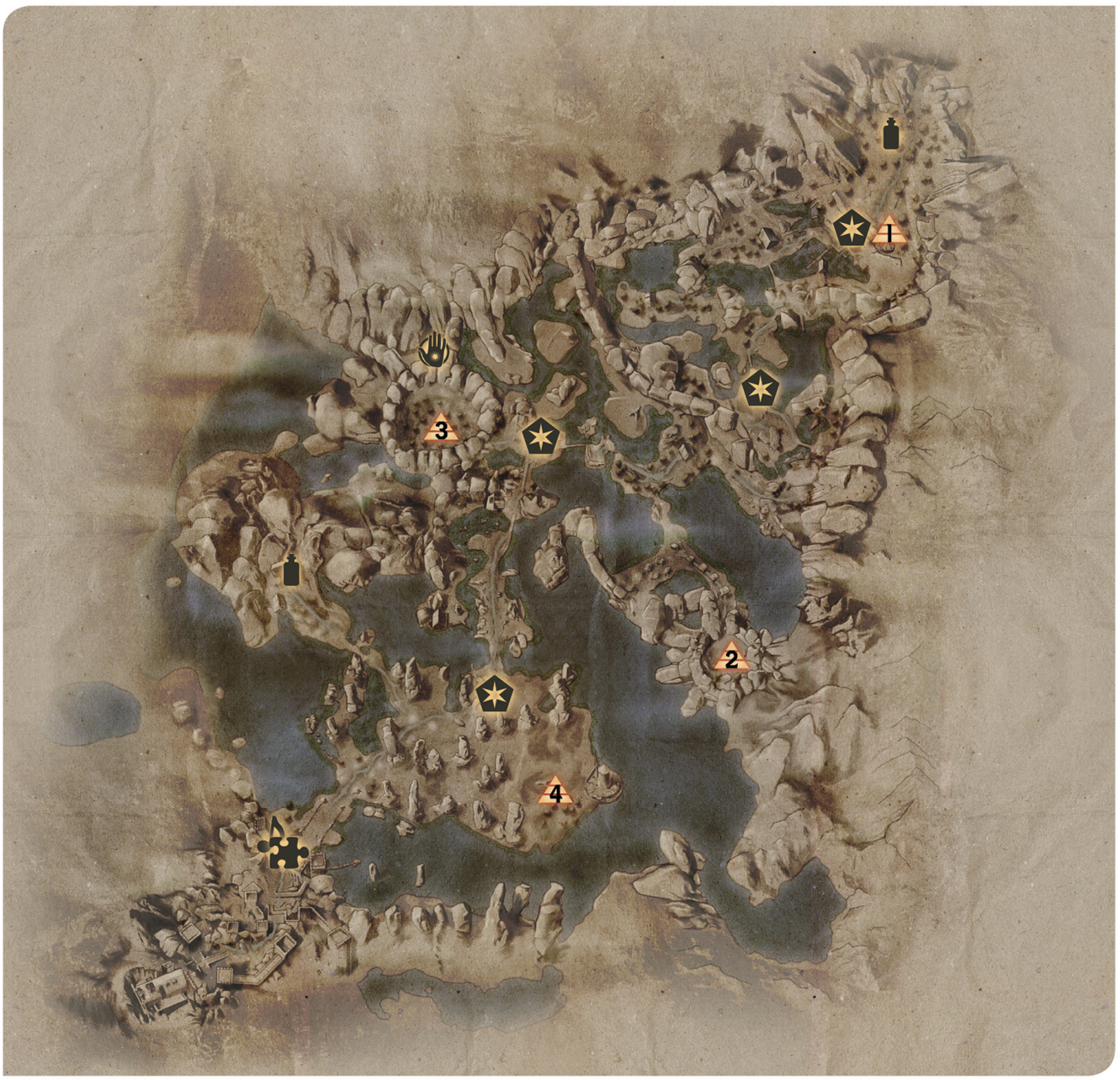
The Fallow Mire

Collections



Legend

Bottles of Thedas
- Garbolg's Backcountry Reserve
- Dragon Piss

Landmarks/Points of Interest
1. Light of Andraste
2. Granite Point
3. The Den
4. Old Windmill

Mosaic Pieces

Song Lyrics

Glyphs

Solas Artifacts

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The Fallow Mire

Fade Rifts

There are only two rifts to seal in the Fallow Mire, but they are tougher than the average rifts initially encountered in the Hinterlands, producing greater numbers of terrors than you may have seen before if you chose to come to the mire early in your travels. Sealing one of these rifts will earn you a new agent for the Inquisition, so it is worth seeking them out.

Fade Rift Details

Quest	Rifts	Total Power
Rifts in the Mire	2	4

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The Fallow Mire

Requisitions

Requisition Quests	
Requisition	**Materials**
Blue Vitriol Survey in the Mire	20 Blue Vitriol, 10 Summer Stones
Elixir Requisition in the Mire	5 Elfroots, 5 Diseased Tissues

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Agents

Sky Watcher

Affiliated Quest: Rifts in the Mire

Inquisition Perk: Sky Watcher (Connections)

In a strange twist, you encounter the Avvar named Sky Watcher, staring at a partially closed Fade rift in the Fallow Mire. He is not openly hostile to you, and is in fact uninterested in the challenge the Avvar chieftain's son has issued to you. Opening the Fade rift, killing the demons it spawns, and then properly sealing it with your mark will convince Sky Watcher that there is something to the Herald of Andraste. If you've done this, after you rescue the Inquisition soldiers Sky Watcher will appear at the entrance to Hargrave Keep. Talk to him to recruit him. Be warned that once you exit the area, he'll leave for good.

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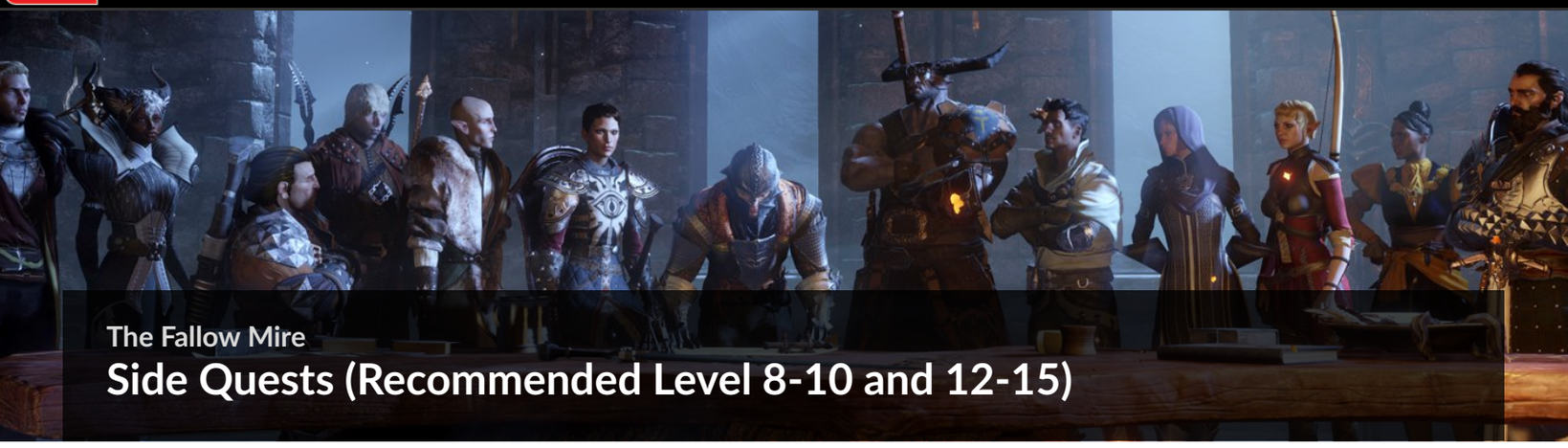
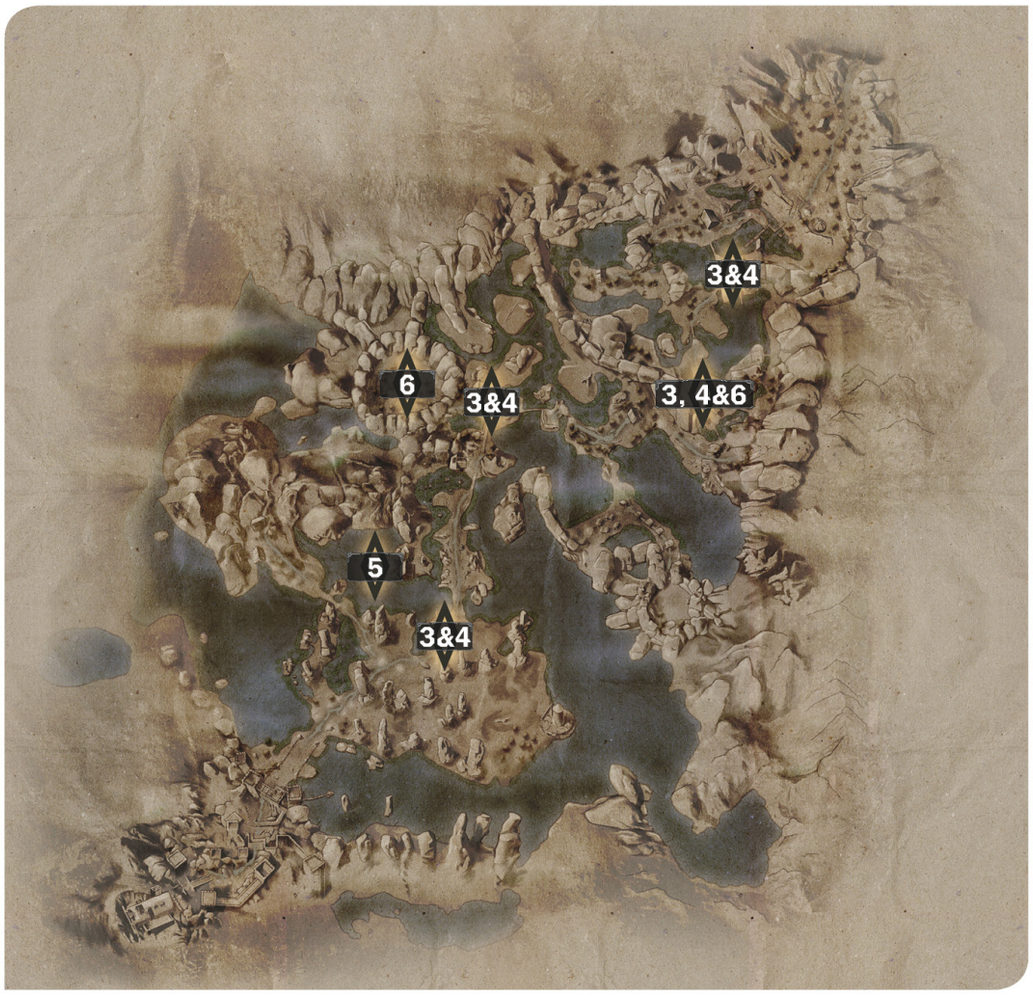


The Fallow Mire

Side Quests (Recommended Level 8-10 and 12-15)



LEGEND

Level 8-10

1. Holding the Mire
2. Lost Souls
3. Beacons in the Dark
4. Beneath the Mire
5. Cabin Fever

Level 12-15

6. These Demons Are Clever

1: Holding the Mire

Description: Establish camps to hold the Fallow Mire and support Inquisition activity in the region.

Quest Giver: Scout Harding

Requirements: Started as soon as you arrive in the Fallow Mire

Reward: 50 Influence and 1 Power per camp, except for the starting camp

Objectives:

- Establish two camps.

There are only two camps to establish in the Mire, and one of those you start with right away. You'll likely take care of this objective after taking care of the the second monument on the Beacons in the Dark side quest. Head for the second camp as early as you can, so you can set up a forward base much closer to your final objective.

Tip

The house close to the first camp contains one of the bottles of Thedas: Garbolg's Backcountry Reserve. Don't miss it!

2: Lost Souls

Quest Giver: War table

Description: Inquisition soldiers are missing in the uncharted marshes of southern Ferelden.

Requirements: You will hear about soldiers gone missing in the Fallow Mire when you return to Haven after your first expedition to the Hinterlands. Investigate the mire from the war table by expending eight power to unlock the Fallow Mire for exploration, and you will be able to personally see to the rescue of the soldiers.

Reward: 3 Power, 1,025 XP, 400 Influence

Objectives:

- Go to the war table to locate the soldiers.
- Travel to the Fallow Mire.
- Locate the Avvar outpost.
- Open the gates.
- Defeat the Avvar leader.
- Release the Inquisition hostages.

The path to the Avvar outpost is fraught with danger and holds a number of side quests. So long as you follow the main road south, through all the veilfire beacons, you'll easily make your way to the castle outpost while accomplishing nearly every major side quest in the Mire.

Things get very exciting as you approach the castle far to the south of the first Inquisition camp. You encounter a horde of undead near the front gates, and more keep coming once you start fighting them. Listen to your party members when they tell you to run: The undead will not stop coming until you enter the dilapidated castle.

As you enter Hargrave Keep, the Avvars shout that the Herald has arrived, and the fight for the Inquisition soldiers begins, with an Avvar defender and bowman as your first obstacles. Take out all the Avvars beyond the front gate, then climb up the wooden ramps to the castle walls so you can use a switch to open the gate to the next section of the keep. Beyond the newly opened gate is another group of Avvar warriors. They are the last line of defense between you and the Avvar leader.

Tip

There is a door near the gate lever that requires the Deft Hands, Fine Tools Inquisition perk to open. Beyond it are many treasures to loot and a mosaic piece. You'll also come back to that room later to handle a quest for Blackwall, so don't forget it!

The Avvar leader announces himself as the Hand of Korth as soon as you climb up the final staircase into the Avvar base camp.

The Hand fights like the enforcers you may have faced in the Hinterlands, and his massive axe hits for very high damage. Get a warrior to keep his attention while the rest of the party silences the Avvar defender and two bowmen that support their leader in this fight. Killing the Hand earns you his axe: the Gift of the Mountain Father. After you have negotiated the Avvar's permanent leave of this world, release the hostages from their prison cell. Your work in Fallow Mire is complete.

3: Beacons in the Dark

Quest Giver: Approach a beacon in the Fallow Mire

Description: The Fallow Mire is plagued with demons. Lighting veilfire beacons should draw them out. Defeat the demons to make the area safer.

Requirements: Available as soon as you enter the Fallow Mire

Reward: 967 XP, 200 Influence, 2 Power

Objectives:

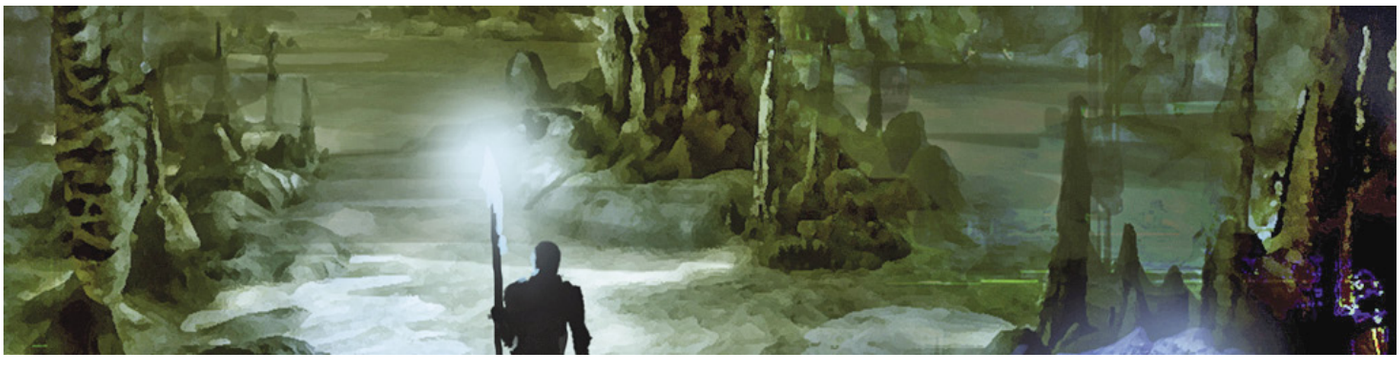
- Clear four beacons.
- Light the beacons and defeat the demons.

There are four stone beacons placed around the Fallow Mire, and their locations are revealed on the quest map when you approach one of them. Have a mage in your party light the veilfire torches mounted to the beacons. This triggers an ambush of undead, led by demonic terrors. Killing the terrors at each beacon will cause the undead to die along with them, so if you want to end these fights quickly, focus your party on the demons!

The beacons become more challenging to clear the farther you progress toward the fortress where the Inquisition soldiers are being held, with more undead coming out to try to distract you from the demons. Focus on the terrors to put an end to the fights as quickly as possible.

> **Note**
>
> You can fast-travel to the stone beacons, making it easy to get around the Fallow Mire quickly.

4: Beneath the Mire



Quest Giver: A rune planted on the stone beacons scattered in the mire

Description: Mysterious veilfire runes are inscribed on rocks and ruins in the mire. Perhaps they can be deciphered.

Requirements: Available as soon as you enter the Fallow Mire

Reward: 2 Power, 512 XP, 200 Influence

Objectives:

- Find all four veilfire runes.
- Recover the apostate's journal.

This quest is taken on simultaneously with the Beacons in the Dark side quest. Using a veilfire torch from one of the beacons, look for the runes on the beacons themselves. The first one you inspect begins the side quest. Each rune you light up with the veilfire will reveal more lore about the Fallow Mire. Finding all four runes will grant you a recipe that allows you to make the Tears of the Dead tonic.

> **Note**
>
> The second beacon with one of the veilfire runes has a journal left behind by an apostate named Widris. She is clearly not in a positive mental state. The journal begins These Demons Are Clever.

5: Cabin Fever

Quest Giver: A lost cabin key buried in the marsh

Description: Explore the Fallow Mire to find a way inside the locked cabin.

Requirements: Available as soon as you enter the Fallow Mire

Reward: 128 XP, 80 Influence

Objectives:

- Unlock the cabin door.

As you travel down the road from the third beacon on your way to the fourth, your Search ability will begin pinging at a point to the west of the path. This search takes you through deep water, so be sure to deal with the undead threat as you look for the hidden item. It turns out to be a cabin key, and it's very close to a cabin that conveniently can only be unlocked with that key.

6: These Demons Are Clever

Quest Giver: A journal left on the ground near one of the veilfire beacons

Description: A journal recovered in the mire suggests a rather unstable apostate is roaming about somewhere. The apostate, apparently named Widris, seems to be mixed up with some demons and could be dangerous.

Requirements: Available as soon as you enter the Fallow Mire

Reward: 967 XP, 200 Influence, 2 Power

Objectives:

- Find Widris.
- Kill Widris.

After you recover Widris's journal, a search area is revealed on your quest map, to the west of the veilfire beacon at Misty Grove. Enter the circular stone formation where the Granite Point landmark waits to be claimed; you can close down one of the Fade rifts in the mire on your way to Widris. Be sure to search the area around Granite Point thoroughly for resources.

Note

Taking out this Fade rift counts toward the Rifts in the Mire side quest.

On the west side of the Granite Point clearing, a passage leads out into a side area that will take you through water toward another clearing where the hidden apostate's camp awaits. As at all other bodies of deep water in the Fallow Mire, undead will attack when you disturb it. Make sure you clear the undead as best you can before proceeding to the camp. Widris awaits, and she's not friendly.

Apostate Widris can be a bit of a shock for players entering the mire early in the game. She's level 15, well above the average threat in the Fallow Mire, and she's got the support of a pack of wraiths, also level 15. Poorly prepared parties can find themselves dead very fast. Remember; the wraiths don't have much in the way of health or defenses, so you can destroy them pretty quickly if you're well geared, making it easier to focus on taking down Widris. Her campsite is very well stocked with loot, an additional reward for the trouble.

Tip

One of the elven artifacts that Solas has a keen interest in can be found near Widris's camp. If he's in your party, you can gain some approval from Solas when you activate it.

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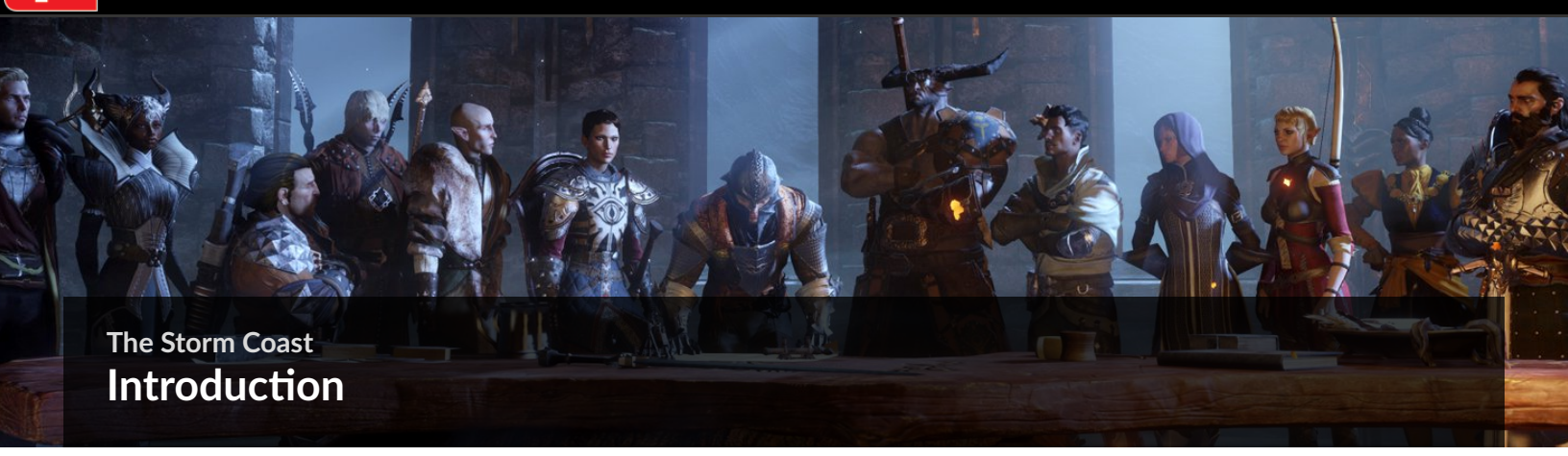

The Storm Coast

Introduction

The Storm Coast is adequately named. A nearly permanentovercast sky constantly rains down on the world, and winds kick up a sea that demands the sacrifice of sailors brave enough to face the weather. The Storm Coast is far enough out of the way that the Inquisition does not normally have much interest here, something that its enemies are counting on.

The Grey Wardens had a presence here, though they recently appear to have vanished. They are why the Inquisition has sent scouts here: If there's any hope of restoring order to Thedas, the Grey Wardens must come to its aid. Unfortunately, Inquisition scouts are being stymied by a group of bandits that know the area well.

More worrying, darkspawn ghouls have been sighted in the area, and in growing numbers. That would explain the Grey Wardens having been here, but it doesn't necessarily explain why they have vanished.

Locale Summary

Scouting Cost: 8 Power

Like the Fallow Mire, the Storm Coast is light on quests compared to the Hinterlands. However, many quests do not appear until later in the game, and only after certain missions on the war table are dealt with. Some inner circle quests, such as Varric's Seeing Red and Blackwall's Memories of the Grey, require you to return to the Storm Coast. Explore the locale thoroughly for the 13 shards it provides; you need them for the temple in the Forbidden Oasis.

A Vinsomer high dragon controls the Storm Coast from its roost on Dragon Island. However, you can't reach that place until you get access to a secret port in the southwest, and you don't want any of that business until you're the right level to face it.

Crafting Materials

Common Materials:

- Spindleweed, Blood Lotus, Serpentstone, Summer Stone, Iron, Deep Mushroom

Rare Materials:

- Black Lotus, Prophet's Laurel

Unique Materials: None

Collections

- Astrariums: 3
- Bottles of Thedas: 2
- High Dragons: 1
- Landmarks: 5
- Mosaic Pieces: 0
- Glyphs: 1
- Shards: 13
- Treasure Maps: 0
- Logging Stands: 2
- Quarries: 1

Inquisition Personnel

Party Members

- Iron Bull

Agents

- The Blades of Hessarian

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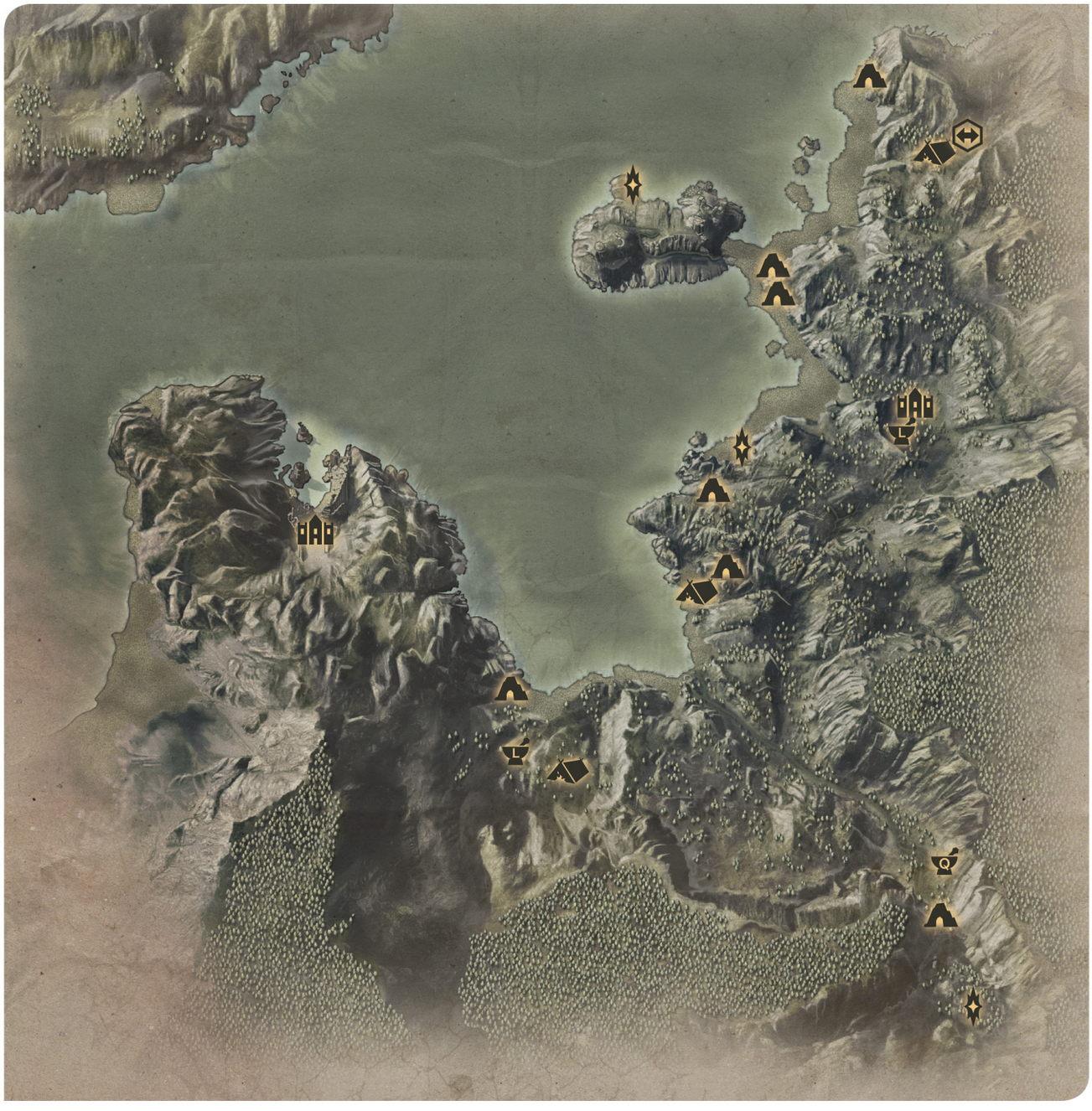
The Storm Coast

Locale Map



Legend

- Area Exit
- Cave/Dungeon
- Fade Rift
- Logging Stand
- Quarry

Inquisition Camps

- Storm's Solitude Camp
- Small Grove Camp
- Driftwood Margin Camp

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The Storm Coast

Collections

Legend

Astrariums
- Constellation: Servani
- Constellation: Fervenial
- Constellation: Bellitanus

Bottles of Thedas

High Dragon
- Vinsomer

Solas Artifacts

Landmarks/Points of Interest
1. Morrin's Outlook
2. Morrin's Steps
3. The Stone Tree
4. Lyrium Falls
5. Daerwin's Mouth

Glyphs

Oculara and Shards

Oculara I: Storm's Solitude
- Oculara +3 Shards

Oculara 2: Morrin's Outlook
- Oculara +3 Shards

Oculara 3: Waterfall Cave
- Oculara +3 Shards

Oculara 4: Driftwood Margin
- Oculara +4 Shards

Song Lyrics

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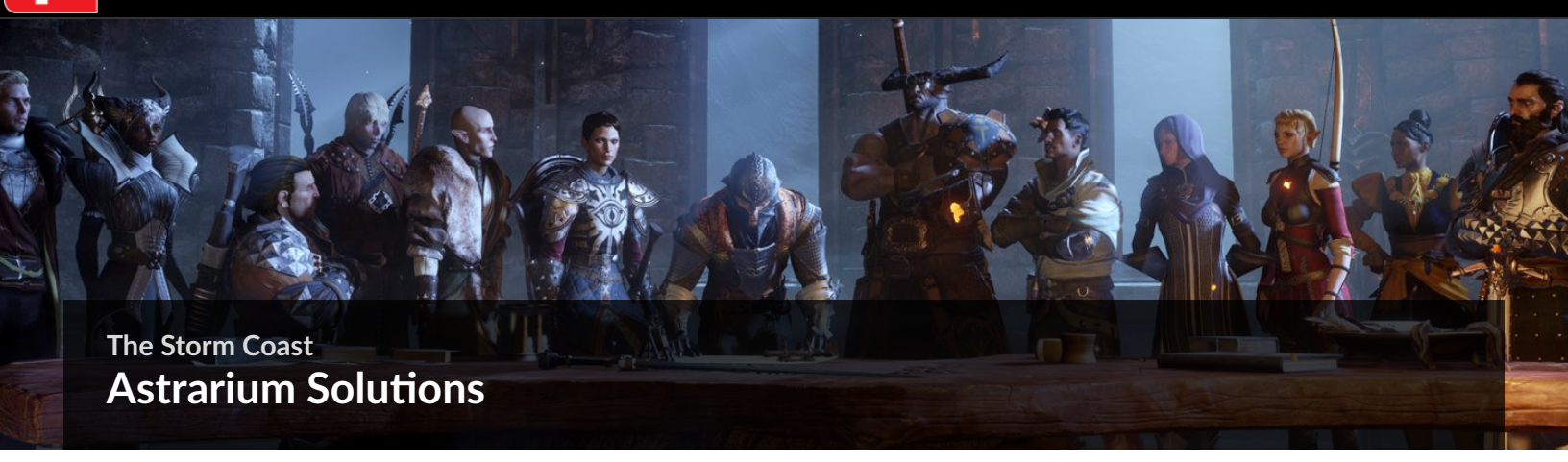
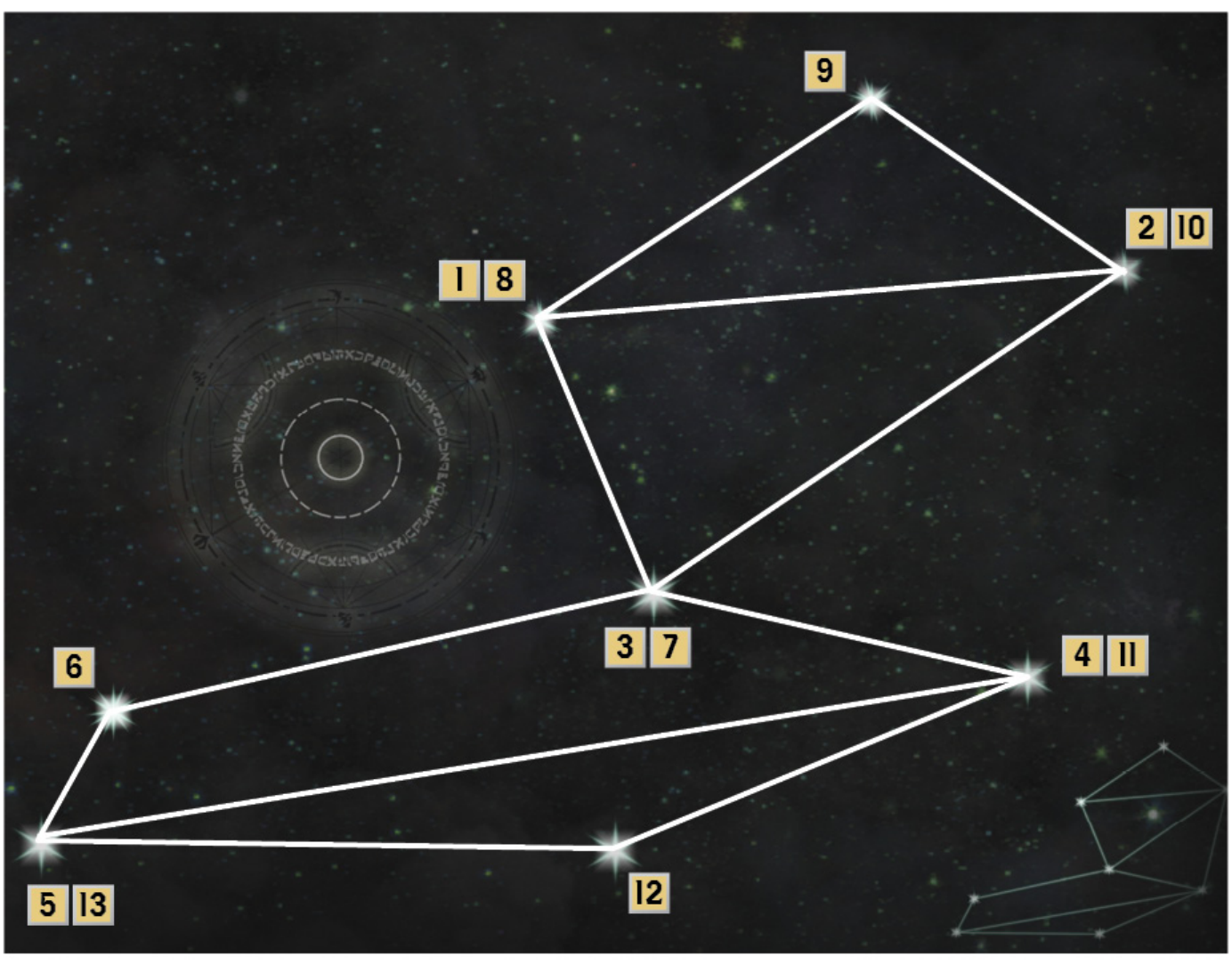


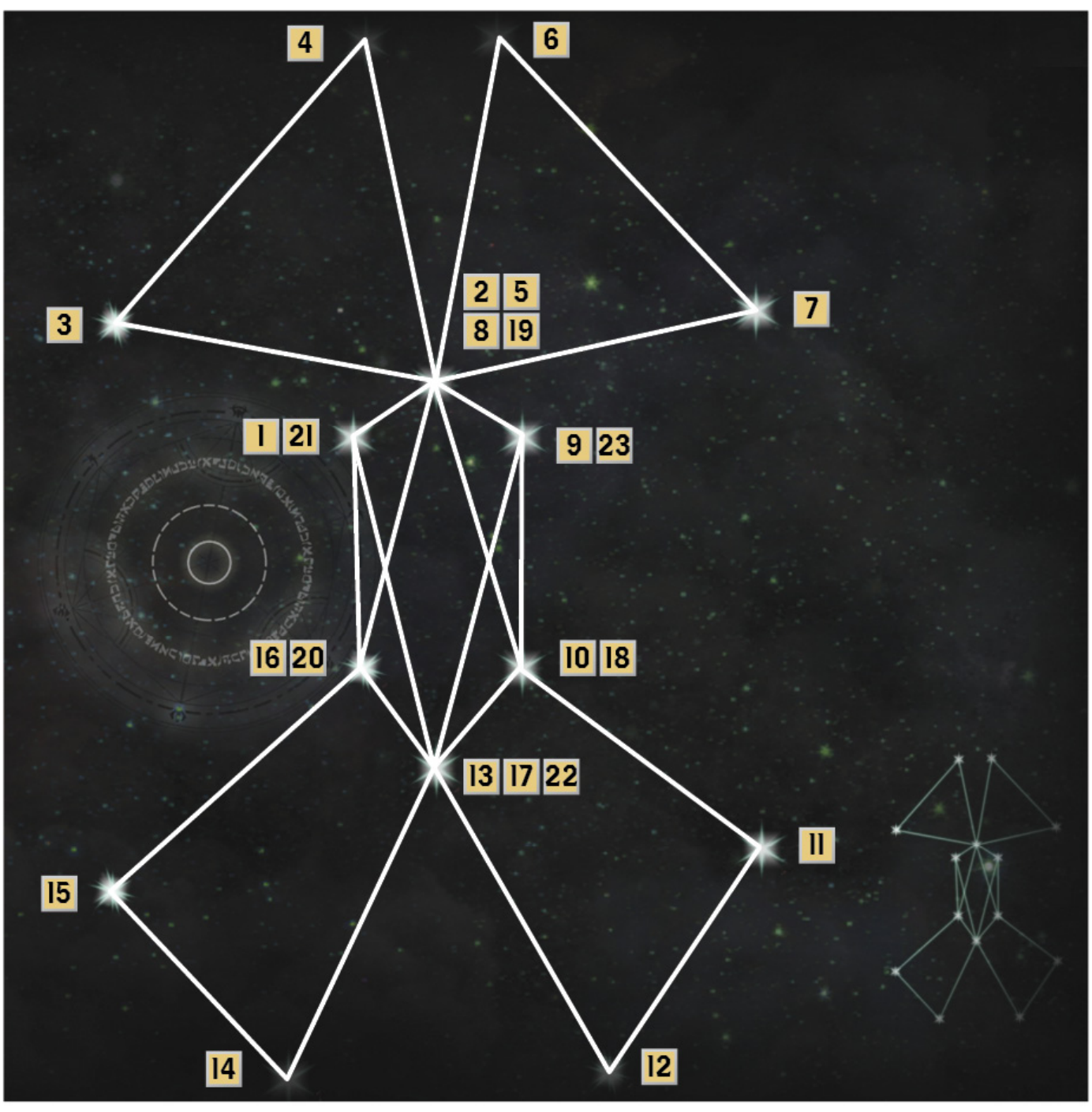
The Storm Coast

Astrarium Solutions

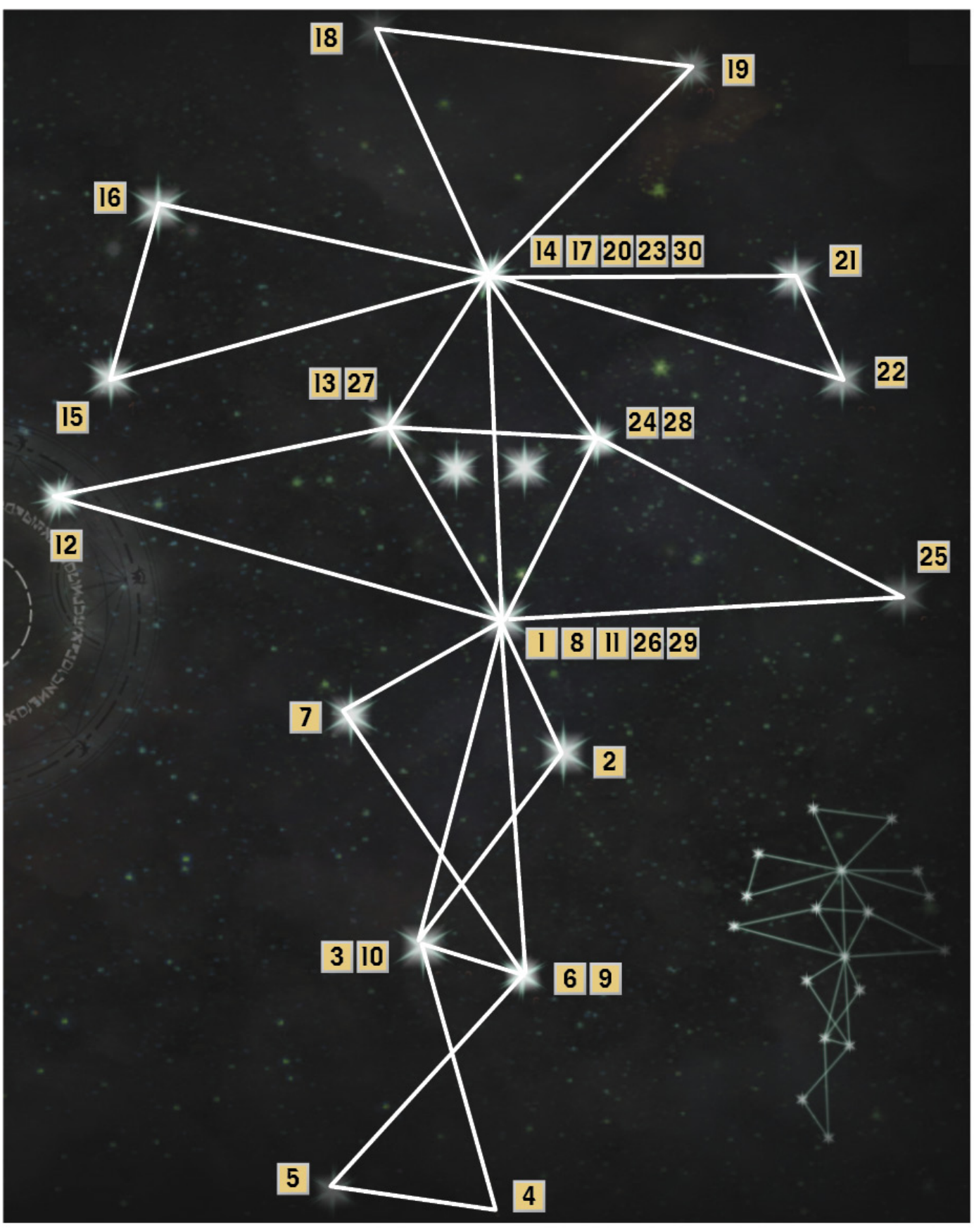
Astrarium: Servani



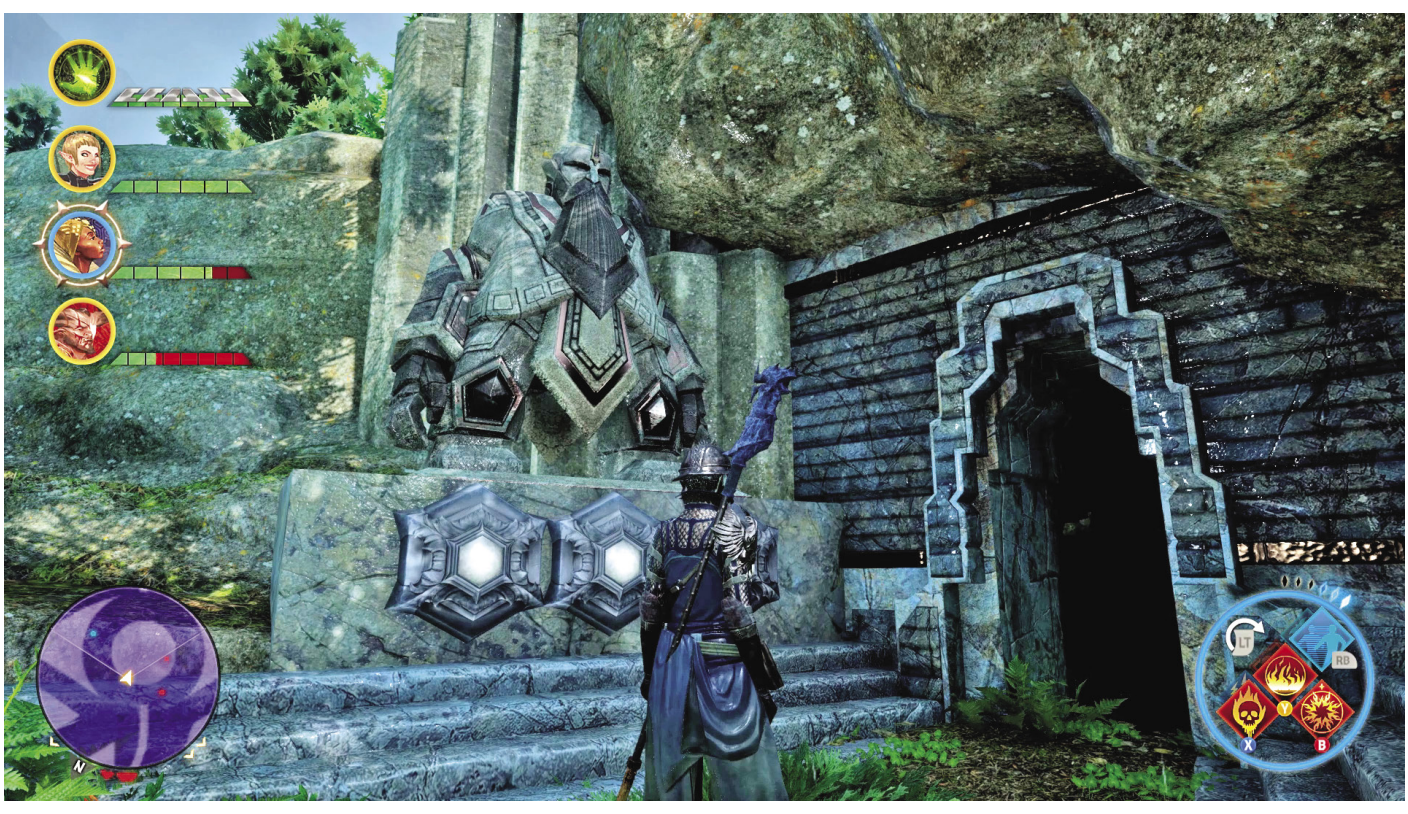
Astrarium: Fervenial



Astrarium: Bellitanus



Astrarium Vault



This vault is deep inland, built into a stony hill that would be easy to simply walk past and not notice. Fortunately, the quest map directs you pretty close to where the vault is. The terrain itself is your worst enemy, making it tricky to navigate to the vault itself.

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The Storm Coast

Fade Rifts

The rifts of the Storm Coast are similar to those found in the Fallow Mire, but the enemies coming through the rifts here are stronger. Expect to see tougher variants of demons you've seen before.

Fade Rift Details

Quest	Rifts	Total Power
Rifts on the Coast	2	2
Rift at the Falls	1	1

Caution

The lone rift at the falls takes you deep inland, through a small cave network infested by giant spiders. These eight-legged freaks are a bit roughhouse compared to the wildlife elsewhere on the island. Be prepared for some fighting before you even reach the rift. The rift itself provides level 9 demons to fight, which can be a tough battle to take on after plowing through the spider-infested cave.

Beware approaching the rift farther south along the coast in the Rifts on the Coast side quest. A giant tangles with a Vinsomer high dragon on the beach, but after a short scuffle the dragon leaves the area. If the giant sees you, he will come after you. Be prepared for a hard fight, even if you're at the same level. If you're not, find a way around the giant so you can approach the rift to deal with the demons.

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The Storm Coast

Requisitions

Requisition Quests	
Requisition	**Materials**
Salvage Requisition on the Coast	5 Cotton, 5 Deepstalker Hides
Onyx Survey on the Coast	5 Serpentstones, 2 Summer Stones

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Party Members

Iron Bull

Affiliated Quest: Captain of the Chargers

Recruiting Iron Bull is as simple as meeting with the man and taking his offer at face value: Although he is a spy for the Qunari, observing the Inquisition for his leaders back home and possibly providing information on the vulnerability of Thedas, he brings resources the Inquisition can use. He's willing to provide intelligence on his own organization, the Ben-Hassrath, and his mercenary band will be yours. Most importantly, you get Iron Bull himself, another extremely skilled warrior to fight alongside of.

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Agents

The Blades of Hessarian

Affiliated Quest: Cleaning House

Inquisition Perk: The Blades of Hessarian (Forces)

Craft and equip the Mercy's Crest amulet before approaching the bandit camp—the guards will allow you to enter to challenge their leader. After defeating the Hessarian leader in combat, speak to one of the bandits. The Blades of Hessarian pledge their support to the Inquisition, becoming agents reporting directly to Cullen.

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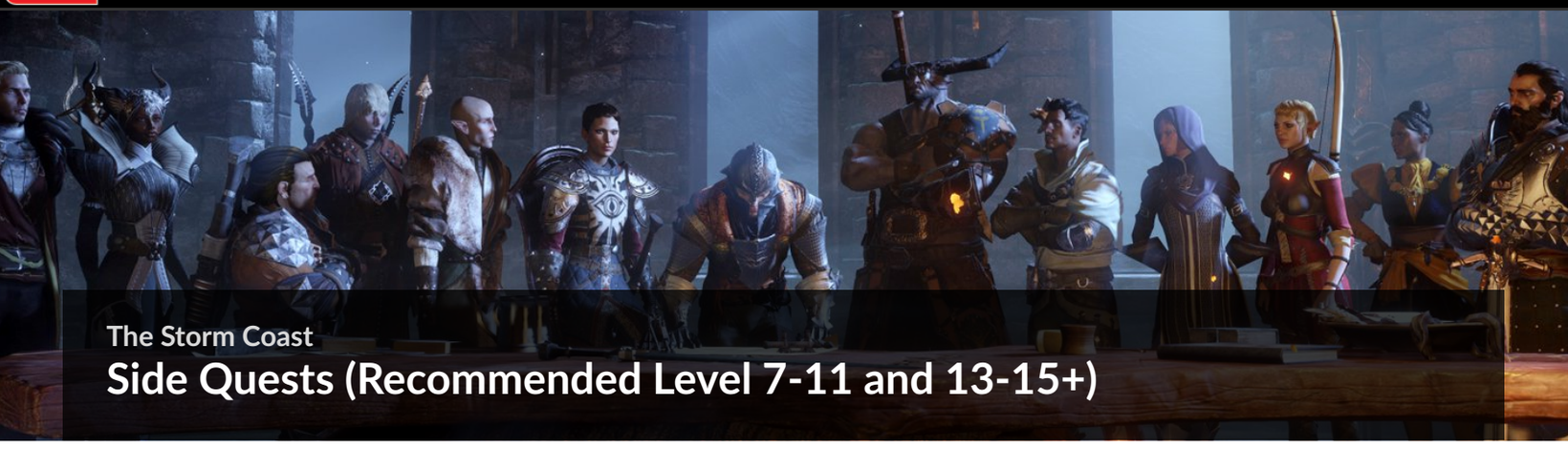


The Storm Coast

Side Quests (Recommended Level 7-11 and 13-15+)

LEGEND

Level 7-11

1. Holding the Storm Coast
2. Cleaning House
3. Wardens of the Coast
4. Keeping the Darkspawn Down

Level 13-15+

5. Red Water
6. High Dragon: The Vinsomer

1: Holding the Storm Coast

Description: Establish camps to hold the Storm Coast and support Inquisition activity in the region.

Quest Giver: Scout Harding

Requirements: Started as soon as you arrive in the Storm Coast

Reward: 50 Influence and 1 Power per camp, except for the starting camp

Objectives:

- Establish three camps.

The camps of the Storm Coast are not too close to each other, but they are close to key objectives that take you all across the region. Establish the camps as early as you can—it'll make taking care of quests like Keeping the Darkspawn Down and Wardens of the Coast much easier to handle.

2: Cleaning House

Quest Giver: Scout Harding

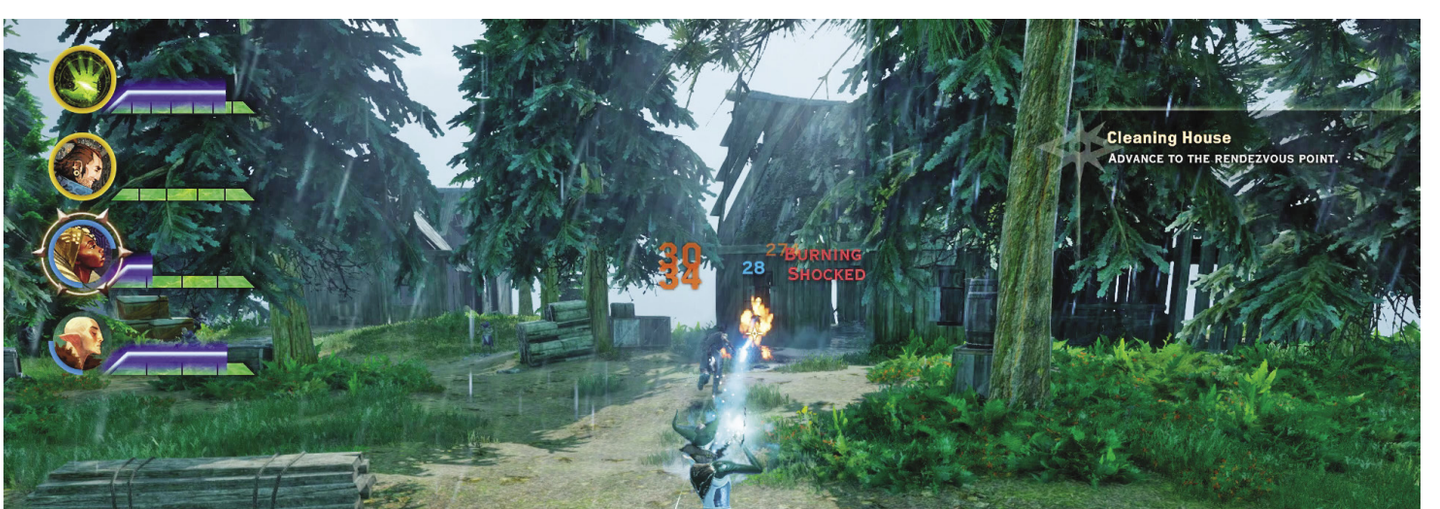
Description: Inquisition soldiers were dispatched to meet with a group of bandits operating on the Storm Coast. The Inquisition lost contact with its soldiers before their planned rendezvous with the bandits.

Requirements: Unlock the Storm Coast via the war table using eight power. Arrive at the Storm Coast for the first time.

Reward: 177 XP, 80 Influence, 1 Power

Objectives:

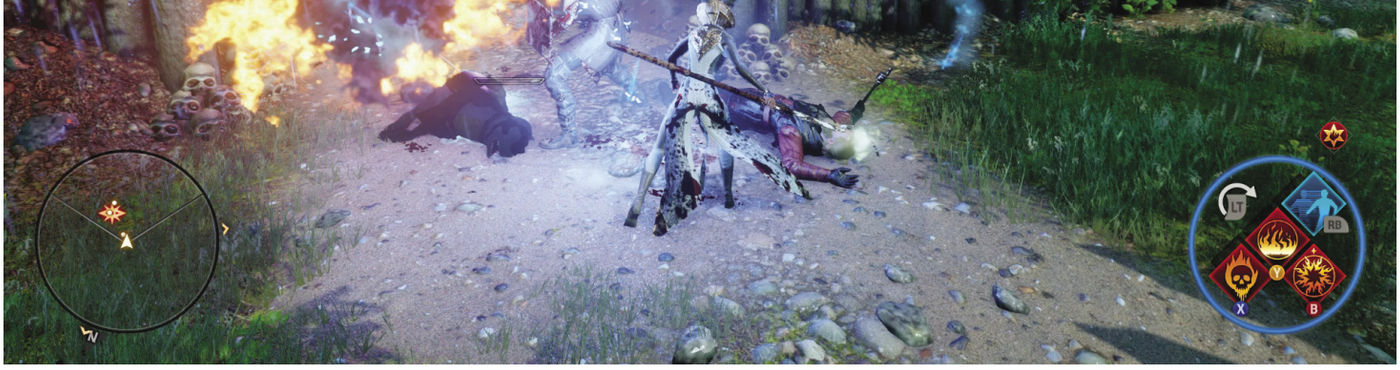
- Advance to the rendezvous point.
- Find the bandits and deal with them.



After you learn about the situation from Scout Harding, the rendezvous point is marked on your quest map. Follow the winding, mountainous path until you reach the ramshackle homes at the center of the search area. Bandits are already there, and they attack as soon as they catch sight of you. Unfortunately, the Inquisition soldiers are already dead.

Searching the houses, you can find some loot, as well as a map showing the location of the bandit hideout. More importantly, there's a message from the killers. They are no ordinary bandits, but rather they are the Blades of Hessarian. They wanted to test the mettle of the Herald (the soldiers were of no consequence to them). They were merely following a code of conduct.

An optional objective is offered here: Go directly to the Hessarian hideout and eliminate them immediately, or craft the Mercy's Crest at the requisition table of any camp in the region and challenge their leader. This requires one deepstalker hide and two serpentstones. It's possible to gather these materials in the Storm Coast, if you're lacking.



With or without the Mercy's Crest (it must be equipped by someone in your party), go to the Hessarian hideout farther south from the rendezvous point and kill every bandit that stands in your way. After the guards at the gate are killed, more bandits rush out to challenge you. They include guardsmen and archers in their ranks and are clearly better equipped than mere bandits.

If you have the crest equipped, the massive Hessarian leader, along with two of his equally massive Hessarian hounds, will challenge your party to battle. Hold nothing back, and eliminate the leader and his hounds to put an end to the Hessarian threat to the Inquisition. This also allows them to join your forces as agents, providing an additional Inquisition perk.

3: Wardens of the Coast

Quest Giver: War table in Haven

Description: There are signs that several Grey Wardens passed through the area, but scouts have been unable to track them with all the bandits around.

Requirements: This quest opens up after you arrive at the Storm Coast.

Reward: 177 XP, 80 Influence, 1 Power

Objectives:

- Find four signs of the Wardens.

If you have recruited Blackwall, you learn some unfortunate news: All across Thedas, the Grey Wardens are vanishing, and he does not know why. The reason scouts traveled to the Storm Coast was to seek out the Wardens and hope to make use of them against the Breach. Use the war table to scout out the Storm Coast, and then travel there to carry out your own investigation. All four possible search locations are marked on your quest map as soon as you arrive.

Note

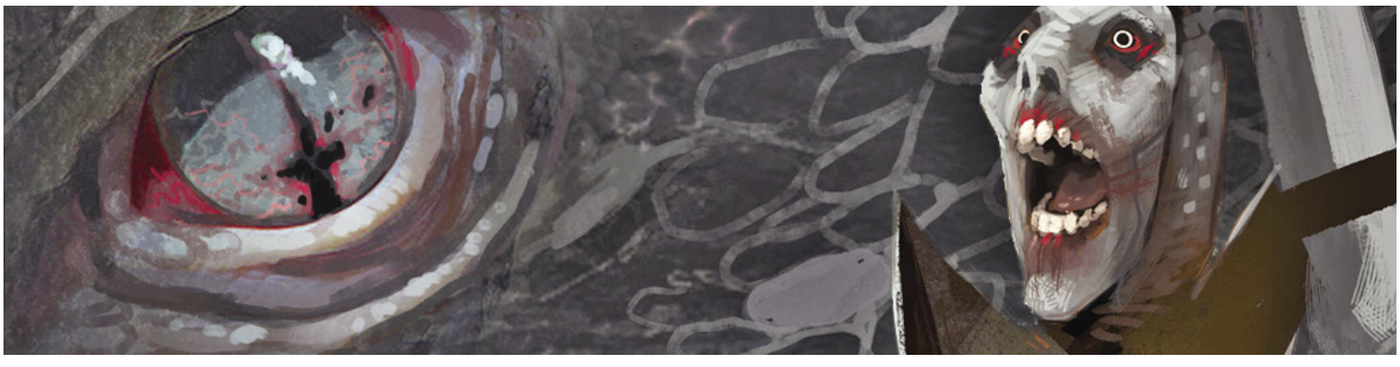
We recommend you bring Blackwall on this quest. He doesn't make it easier, but he does provide some commentary on the Wardens that some may find interesting.

Two of the locations are close to the Small Grove camp, nearly the middle of the coastline. Head east inland from the camp, entering the marked locations. Your Search ability pings as you close in on the abandoned Grey Warden camps. The notes and letters you find reveal more about why the Wardens passed through this region. They are apparently in search of someone, and even the darkspawn are secondary to this mission.

The second set of Warden signs is farther south, close to the Driftwood Margin camp, near the Westridge region. One of the Warden signs you uncover inside an abandoned shack is next to a hidden bottle of Thedas, so be sure to search thoroughly.

Once you recover all four signs of the Wardens, the quest is complete. The Wardens have moved on from the Storm Coast.

4: Keeping the Darkspawn Down



Quest Giver: War table at Skyhold

Description: Darkspawn are surfacing on the Storm Coast, and it's up to the Inquisition to put them down. They appear to be surfacing through tunnels. If these tunnels are sealed, it should keep the darkspawn underground where they belong.

Requirements: Available in Skyhold

Reward: 512 XP, 200 Influence, 2 Power

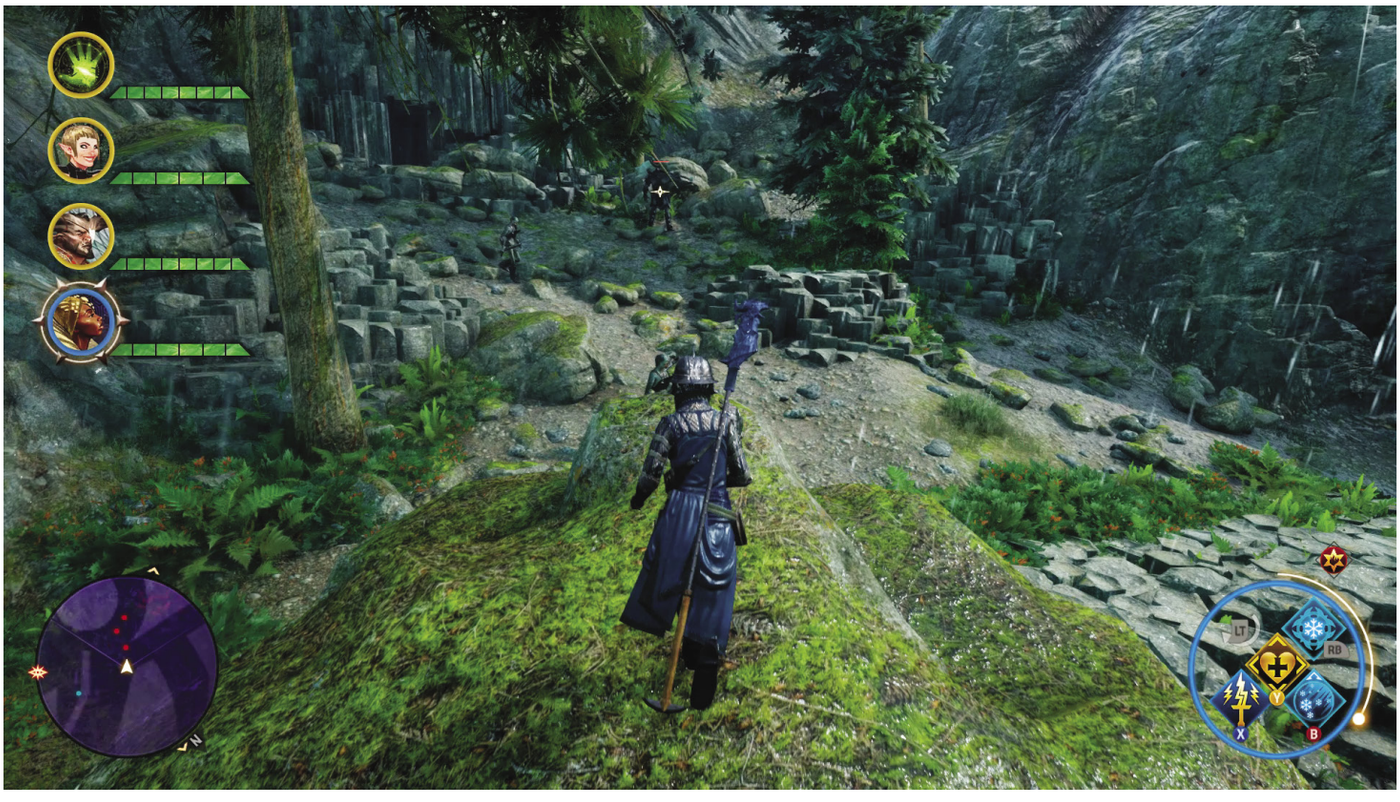
Objectives:

- Seal four tunnels.

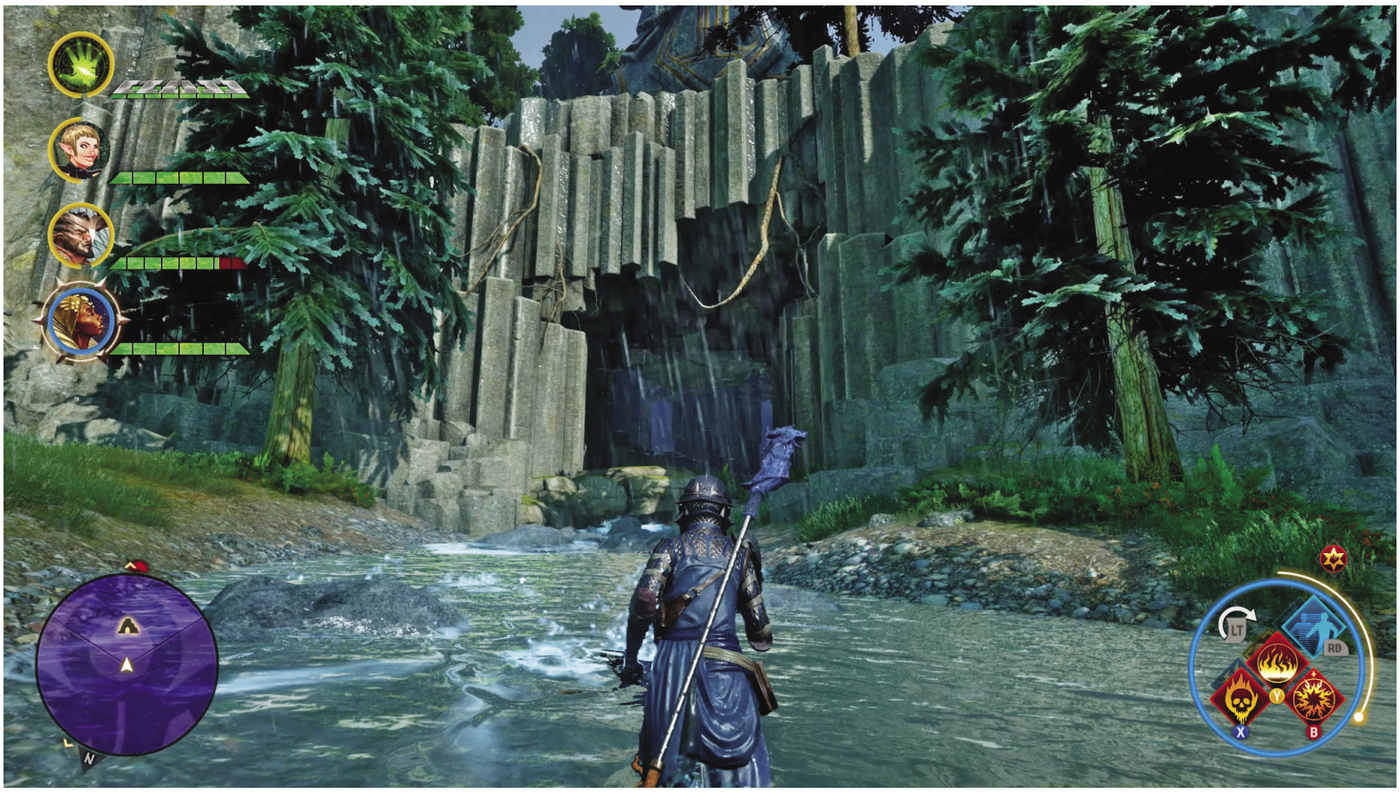
After you reestablish the Inquisition at Skyhold, reports start coming in from all corners of Thedas. Among them is a report of darkspawn at the Storm Coast. A war table operation opens up, allowing you to scout out the locations of the darkspawn tunnels so that you can seal them yourself, as well as kill all the darkspawn in their vicinity. If you send Leliana, you will be given precise locations for the tunnels.

Caution

Do not attempt this without a mage. You need at least one in the party to seal the tunnels when you reach them, otherwise you will have wasted your time.



One of the tunnels is east of the Driftwood Margin camp, a little ways inland from the beach. Several hurlocks and a hurlock alpha stand guard near the tunnel they used to reach the surface.



Another tunnel can be found inside the Waterfall Cave. The hurlocks and hurlock alpha here have more than you to contend with: The giant spiders of the cave are fighting anything entering their territory. Purge the area clean of all these monsters and seal the tunnel.

Inside the small cave system near the Great Cove region is a darkspawn tunnel. Be careful, as the caves are very dark, save for a few torches, and the darkspawn hurlocks can join forces with the local spider population to hunt you down.

One of the easier tunnels to reach is next to the Storm's Solitude camp. Head down to the beach from the camp and travel north. You'll eventually encounter another dark cave system filled with more spiders and more hurlocks.

5: Red Water

Quest Giver: War table at Skyhold

Description: Inquisition soldiers were dispatched to investigate a dwarven port on the Storm Coast that is currently being held by red templars. The port gives the red templars a foothold in the region. The soldiers have cleared the way to storm the port.

Requirements: Complete the Red Templars on the Storm Coast mission at the war table to start this side quest.

Reward: 512 XP, 200 Influence, 2 Power

Objectives:

- Storm the red templar stronghold.

You may have noticed the sealed dwarven cave entrance near the Driftwood Margin camp in the Storm Coast but have wondered how you can get inside. This quest is where it happens! After sending scouts out to the Storm Coast to unlock the stronghold the red templars have established, travel to the Driftwood Margin camp in the region and be prepared for war.

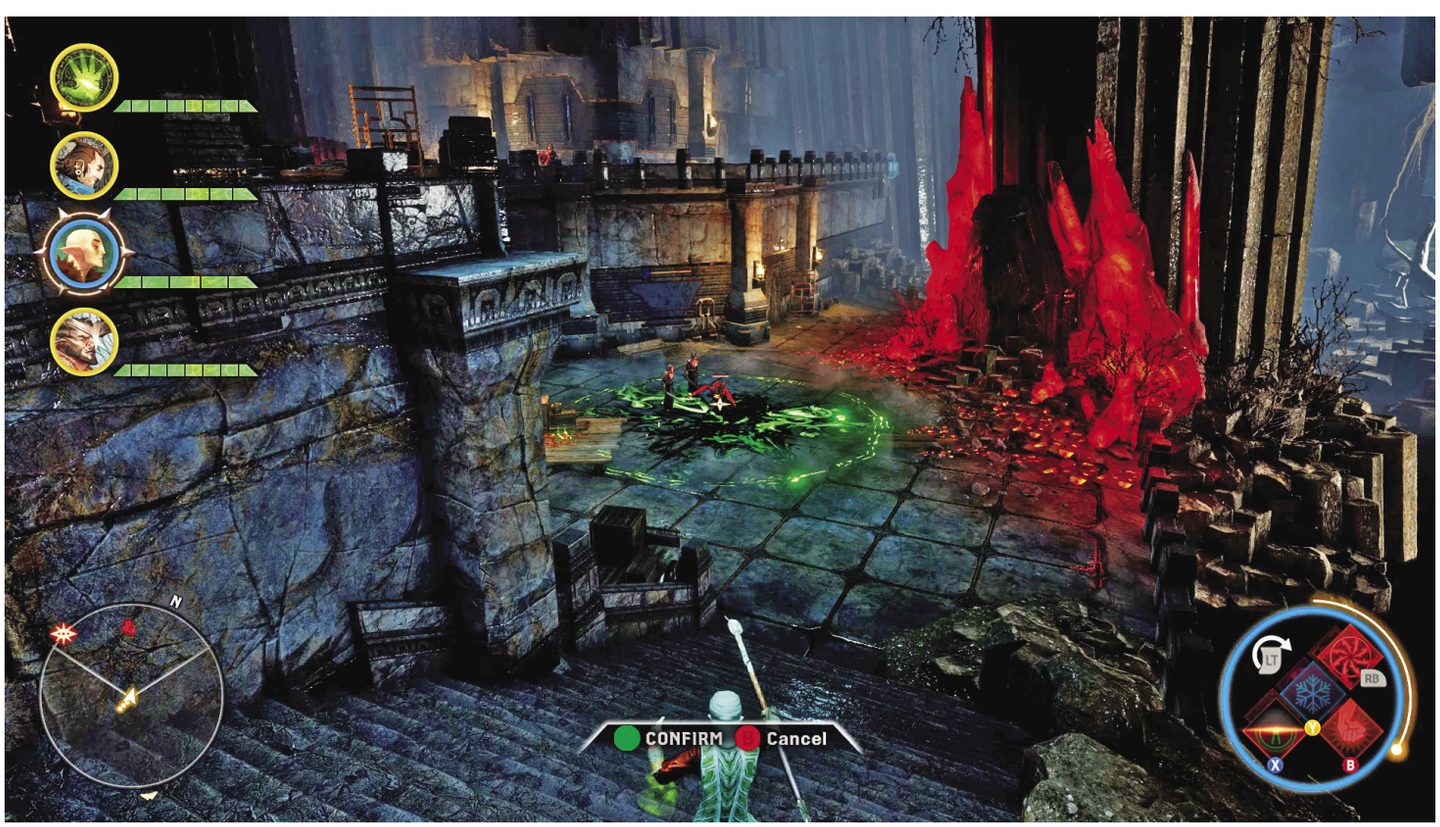
Note

Bring Varric with you for this side quest. If you're trying to build approval with him, every successful fight against the red templars earns you approval. Additionally, his Seeing Red quest can be helped along during this operation: The caves have a number of primeval red lyrium nodes that you can destroy.

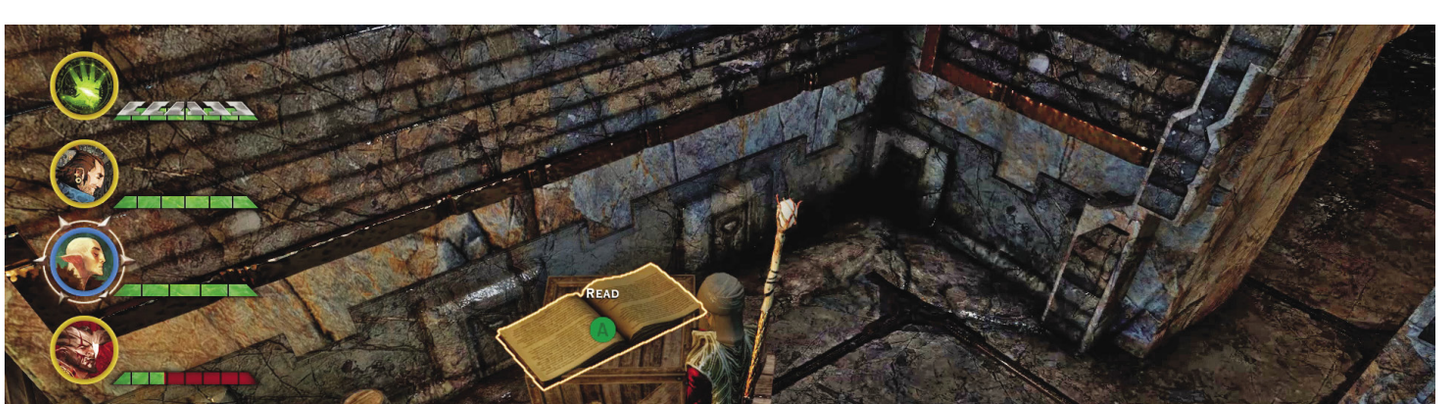
Pass through the unlocked entrance, now under Inquisition protection, and you'll enter the Daerwin's Mouth region. Push up the beach until you enter a large cave. Immediately, you'll discover the presence of red lyrium lining the cavern walls, and not long after that you encounter your first red templar knights. To the right of them is a smaller cave that takes you deeper into the fortress.

Push past those knights to claim the Daerwin's Mouth landmark.

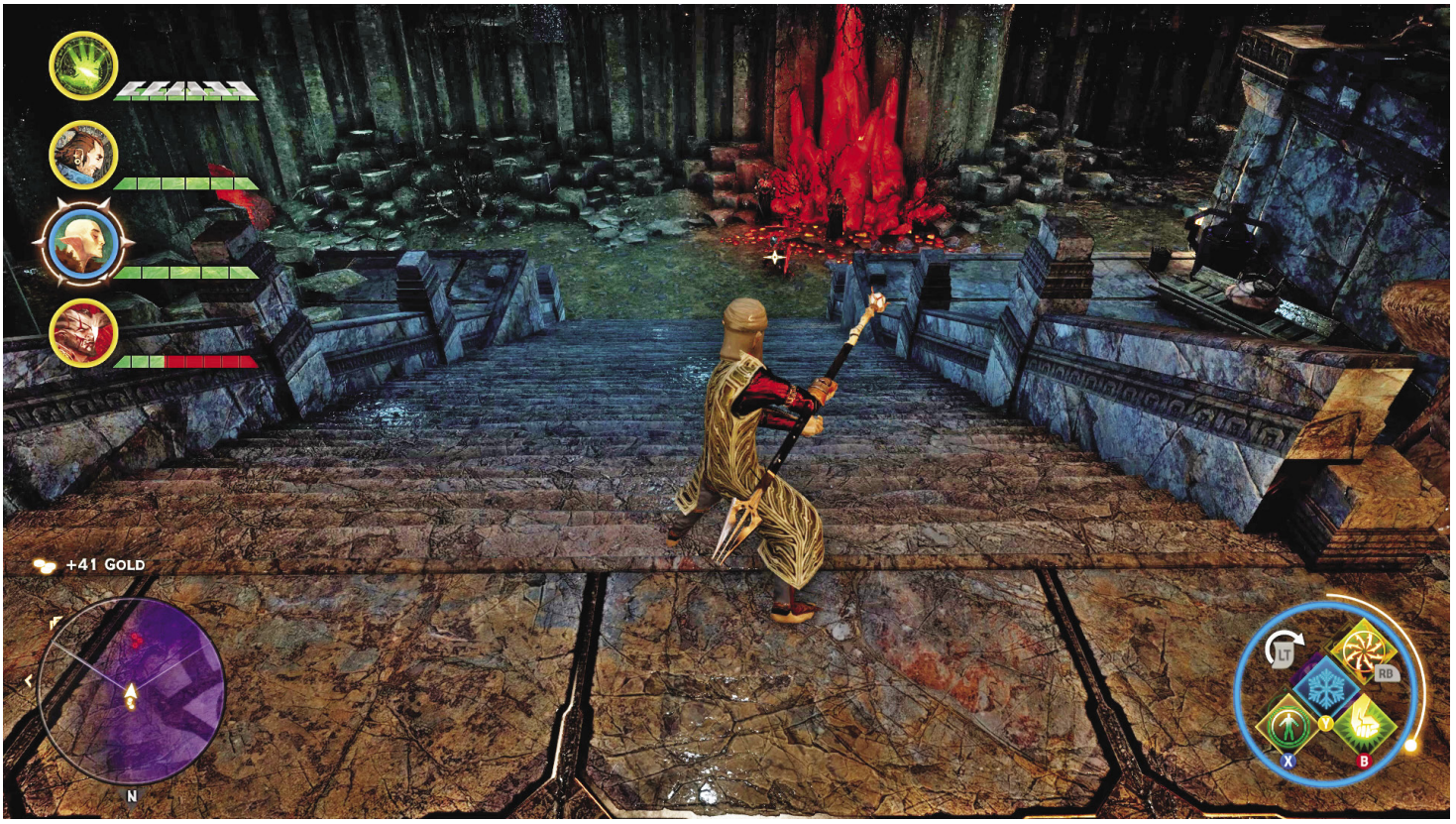
Climbing up the small passage way takes you to a stone walkway, connected to a bridge that crosses over a lower area. On the other side of the bridge are more red templars. If you haven't been unlucky enough to see them before now, this will be your first encounter with a red templar shadow. These horrific husks of once-men use their red lyrium blade-arms to great effect on your party. They fight similarly to other rogue-classed enemies but are clearly more horrific to look at on top of being very dangerous. Kill them first!



From the bridge crossing, you can go left and head down a staircase to explore the lower area. You might encounter a door that requires a key, but one of the red templars guarding this area will have it. Push past the locked door to find more loot, more deep mushrooms, another primeval red lyrium node, and an elven arcane device that can be activated for Solas's approval, if he's in the party. The way forward from all these goodies is cut off by a collapsed bridge, so go back up to the bridge crossing.



Going right from the bridge crossing, you can enter a treasure chamber on the upper level. Beyond it is another tunnel, then a wooden bridge to cross that leads to an even larger treasure room. Whatever the enemy is planning, they certainly appear to be stocking up for it.



From the second treasure room a stairwell leads down to a red templar ambush. Your chief concern is the presence of the red templar behemoth. Focus your party's efforts on bringing it down as quickly as possible, before it overpowers your team with its brutal attacks. After the fight, go left from the staircase to find another primal red lyrium node.

To the right of the behemoth's position is another passage that leads to the secret docks of Daerwin's Mouth. One last pair of red templar knights, backed up by a shadow, stand near a final primal red lyrium node. Eliminate them to break the red templars' control of this vital dock! You discover a seaworthy boat that the last templars were guarding, and it can take you to Dragon Island.

If you're prepared.

6: High Dragon: The Vinsomer

Recommended Level: 15+

Recommended Party Composition: One warrior (sword and shield), one rogue, two mages (armed with staves that do extra spirit damage)

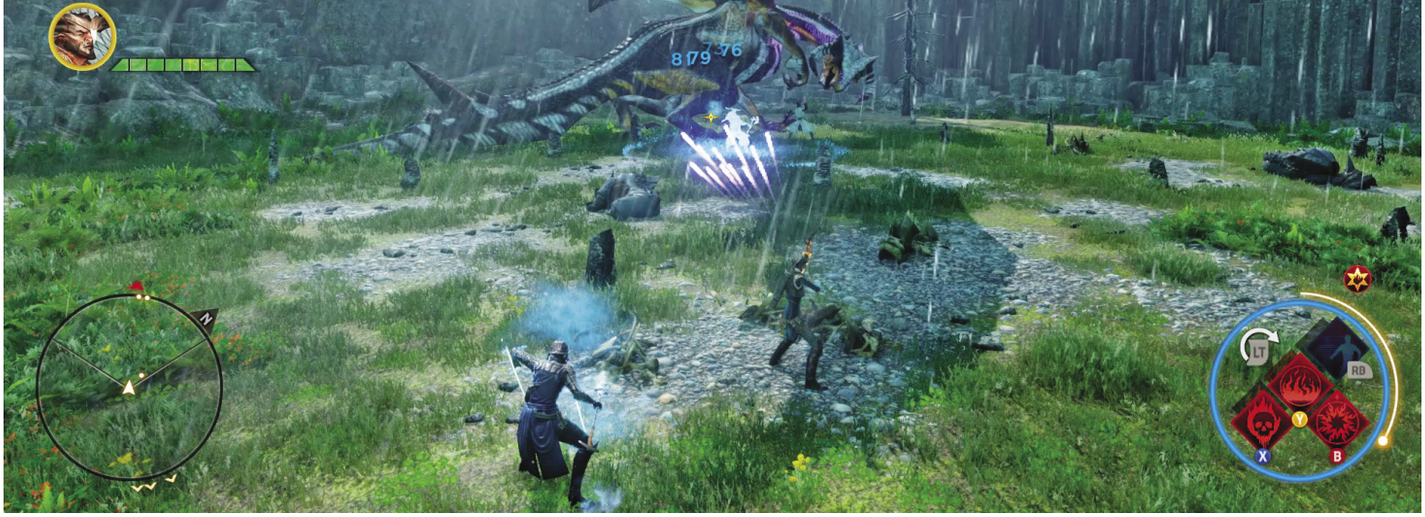
Alternative Party Composition: Two warriors (sword and shield, two-handed weapon), two mages (armed with staves that do extra spirit damage)

Dragon Island itself is home to the Vinsomer high dragon that rules the Storm Coast, and it can be reached by taking the boat from Daerwin's Mouth. You may have spied the Vinsomer battling a giant, much earlier in the game. Now it's time to hunt her down and pry some of the great treasures from her fallen corpse—if you can survive the battle, that is!

The Vinsomer is electric by nature, meaning you should take any form of electric resistance you can muster to make life easier. Mages should not use any form of magic of that element, and their staves should also not be electric. The Vinsomer is vulnerable to spirit damage, but it isn't easy to come by without rune enchantments. It's worth it so your mages can bring the hurt that much faster. At level 16, the Vinsomer can flatten unprepared or underleveled parties in a hurry, so don't slack on gearing up for the fight.

Ideally, you should come to the fight with full focus bars, so you can unleash the power of the Anchor on the high dragon for heavy damage, as well as use your mages' Heal focus ability to fully restore the party in a pinch.

Watch out for dragonlings. Kill them as quickly as possible to avoid spending potions on healing. You want to save as many of your resources as you can for the big battle.



The Vinsomer possesses many of the same physical attacks that the Ferelden Frostback used, complete with the same tells. Attacks with her limbs or tail are preceded by a very clear raising of the implement she wants to inflict pain with. The Vinsomer is also very active, leaping or hovering across parts of the arena often, making life difficult for warriors trying to tank her. This is also a threat to ranged classes that rely on distance to stay alive. She gains a full bar of guard to further stymie any attacks striking her. The Vinsomer calls in dragonlings to assist and can stun the whole party with an inescapable roar.

Watch the Vinsomer's neck if you're standing in front of the dragon. As the fight goes on, you will see it crackle with lightning. This electric storm will continue to intensify until the Vinsomer unleashes her electric breath onto the field. This devastating attack covers a larger area as the dragon sweeps it across the area in front of her head, and it can fry weaker characters in seconds. Your best hope for escaping the breath is simply to not be where it is when the attack begins.

The Vinsomer is a tough fight, as one would expect of any high dragon, but so long as you stay on top of your game, avoid taking needless blows from the limbs or tail, and avoid the electric breath, you can grind her down even if you're a couple levels lower than she is. If you're a warrior, pay attention to attacks you can block to build up for guard. Melee rogues should *always* remember to get out of the way of a limb that is raised to strike. Ranged attackers need to be aware of Vinsomer's lightning breath by paying attention to where the Vinsomer's head is pointed when the lightning storm around her neck reaches its peak.

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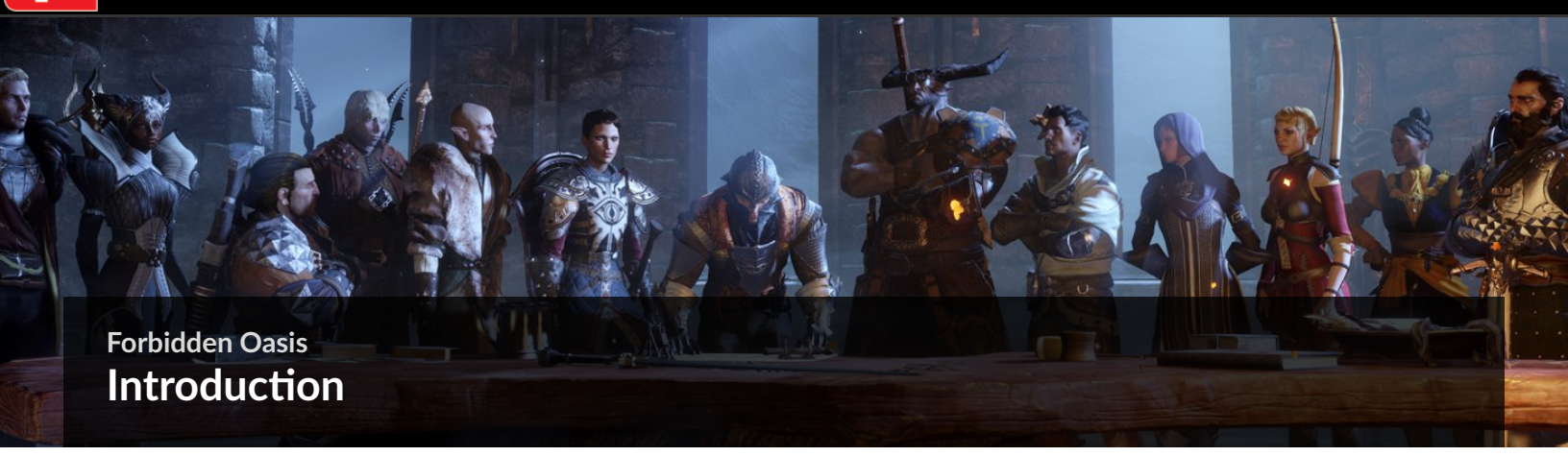

Forbidden Oasis

Introduction

The Forbidden Oasis lies in the northern stretches of the Western Approach. A mining company from Val Firmin once set up shop in the region but moved on when profits dried up. A mysterious temple lies at the heart of the oasis, but no one has managed to enter it.

Locale Summary

Scouting Cost: 4 Power

The Forbidden Oasis will prove to be a significant location in your quest to save Thedas from the forces of chaos, one that you will return to every so often throughout the game. There aren't too many quests in this locale, but four of them center around locating all of the shards hidden across all of Thedas and delving deeper into the temple at the center of oasis. If you unlock the Forbidden Oasis as early as possible, you will not be able to open all the doors in the temple until much later, but you can still open some of the doors and enjoy the treasures they guard. Be wary when exploring the tunnel networks throughout the oasis. Giant spiders have made their home here and rank among some of the most dangerous wildlife in the area.

Make sure you have at least one warrior and mage in your party at all times while exploring the oasis. There are walls a warrior can smash through, veilfire torches for mages to light, and bridges a mage can reconstruct. This is a great place to find some shards quickly.

Crafting Materials

Common Materials:

- Elfroot
- Spindleweed
- Blood Lotus
- Deep Mushroom
- Serpentstone

Rare Materials:

- Dragonthorn
- Wither Stalk
- Paragon's Luster

Collections

- Astrariums: 0
- Bottles of Thedas: 1
- High Dragons: 0
- Landmarks: 8
- Mosaic Pieces: 1
- Glyphs: 2
- Shards: 15
- Treasure Maps: 0
- Logging Stands: 0
- Quarries: 0

Developer Tip

Open the big, scary door in the Forbidden Oasis as early as possible.

— Ben Gelinas, Editor

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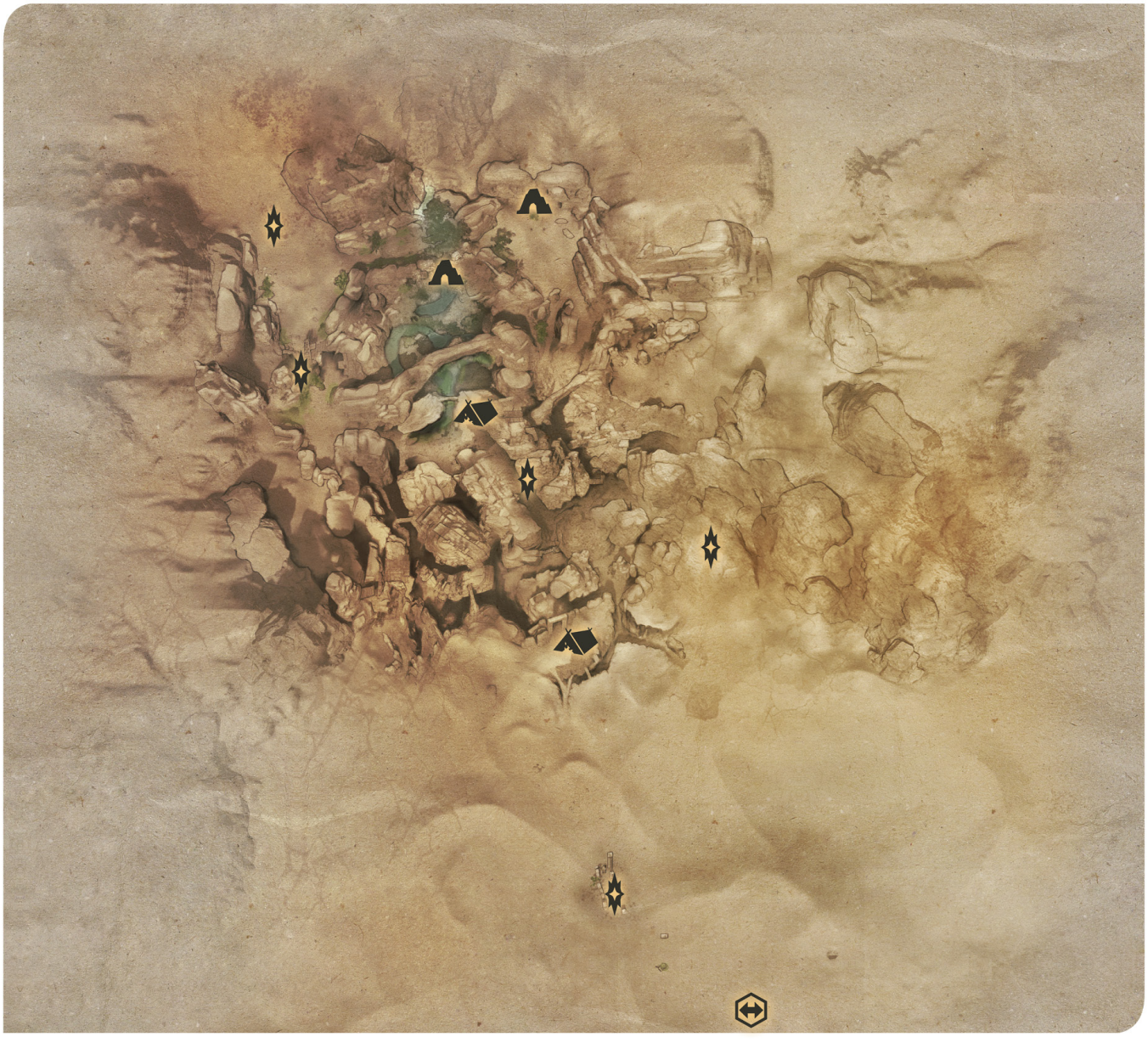
Forbidden Oasis

Locale Map



LEGEND

- Area Exit
- Cave/Dungeon
- Fade Rift
- **Inquisition Camps**
  - Desert Camp
  - Oasis Camp

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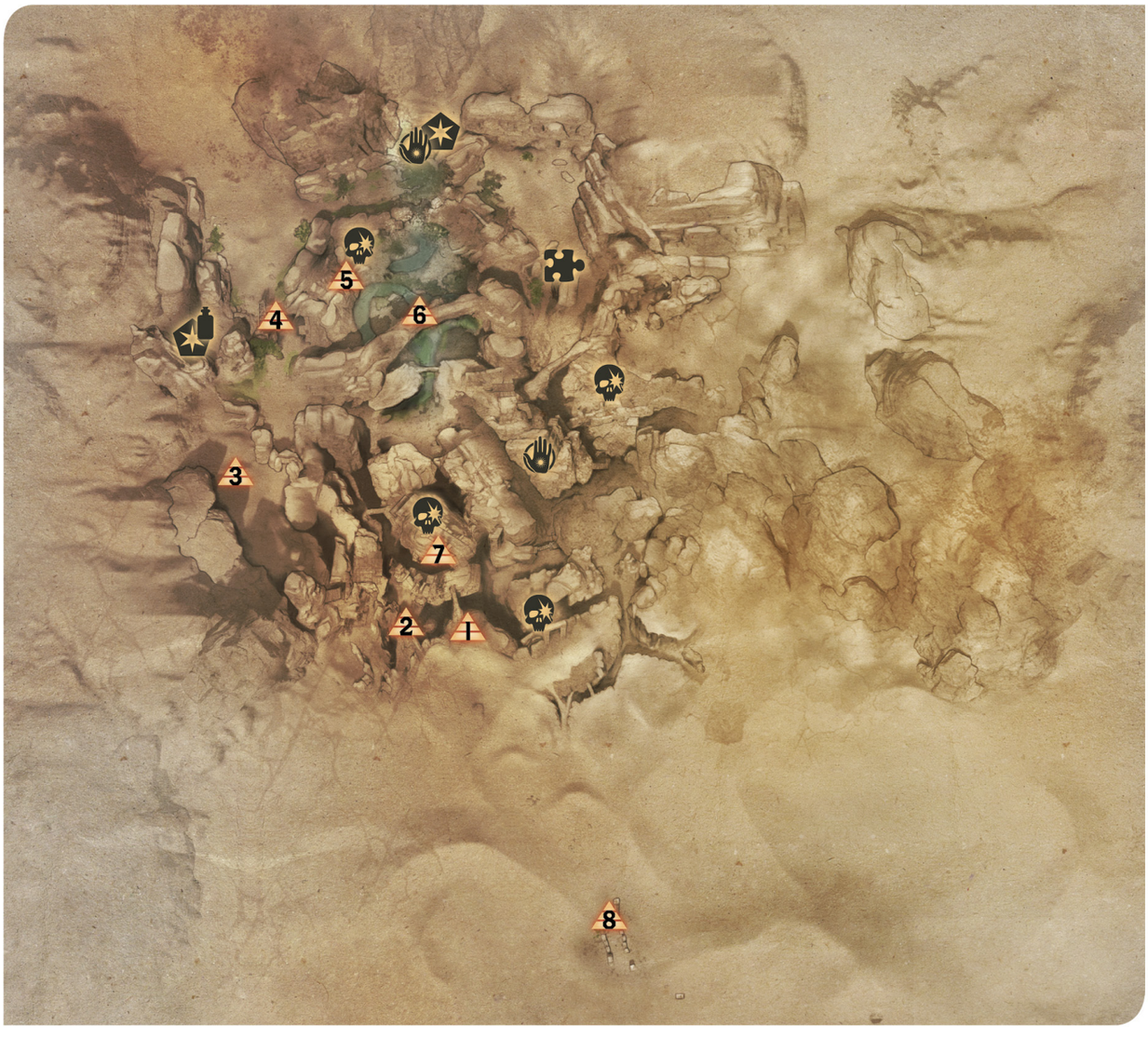
Forbidden Oasis

Collections



LEGEND

Bottles of Thedas

Landmarks/Points of Interest

1. Wooden Bridge
2. The Weight of War
3. Spiral Mine
4. Envers Mining Company
5. Upper Walkways
6. Intrinsic Pool
7. Worn Pillars
8. The Marker

Mosaic Pieces

Oculara and Shards

Ocularum 1: Desert Edge
Ocularum +5 Shards

Ocularum 2: Aires Peak
Ocularum +5 Shards

Ocularum 3: Solasan
Ocularum +2 Shards

Ocularum 4: Upper Walkway
Ocularum +3 Shards

Glyphs

Solas Artifacts

Note

The shards of the oasis are placed in such a way that it can be difficult to collect multiple shards at once, as they all take you on routes far off the beaten path. Make sure you have a mage to recreate bridges and a warrior to kick down barriers, as this can make things easier.

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Forbidden Oasis

Fade Rifts

The Forbidden Oasis is complex to navigate, enough so that going after the rifts will take you out of the way of most points of interest in the oasis itself. The average strength of the demons pouring out of the rifts here is level 9, so prepare accordingly. Rage and despair demons are becoming a more common occurrence, so be ready to handle the heavy fire and frost damage they can respectively dish out.

Tip

The Fade rift at the Spiral Mine has a bottle of Thedas collectible very close to its location.

Fade Rift Details

Quest	Rifts	Total Power
Rifts in the Oasis	3	6
Rifts High and Low	2	4

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Forbidden Oasis

Requisitions

Requisition Quests	
Requisition	**Materials**
Mining Requisition in the Oasis	5 Iron, 5 Nugskins
Serpentstone Survey in the Oasis	10 Serpentstones, 2 Paragon's Luster

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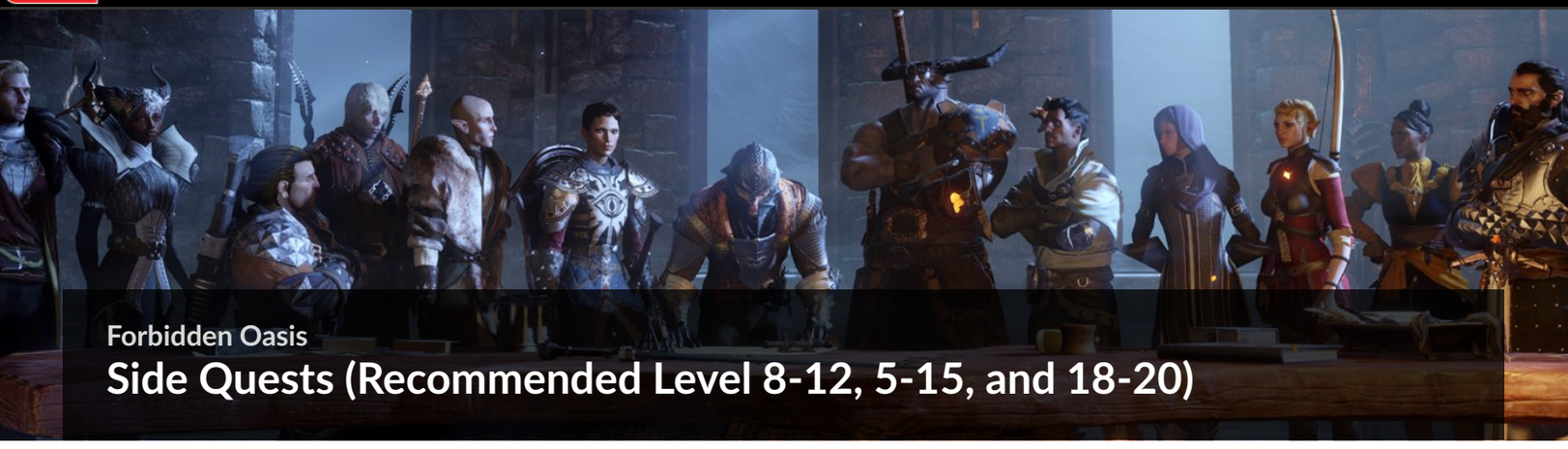
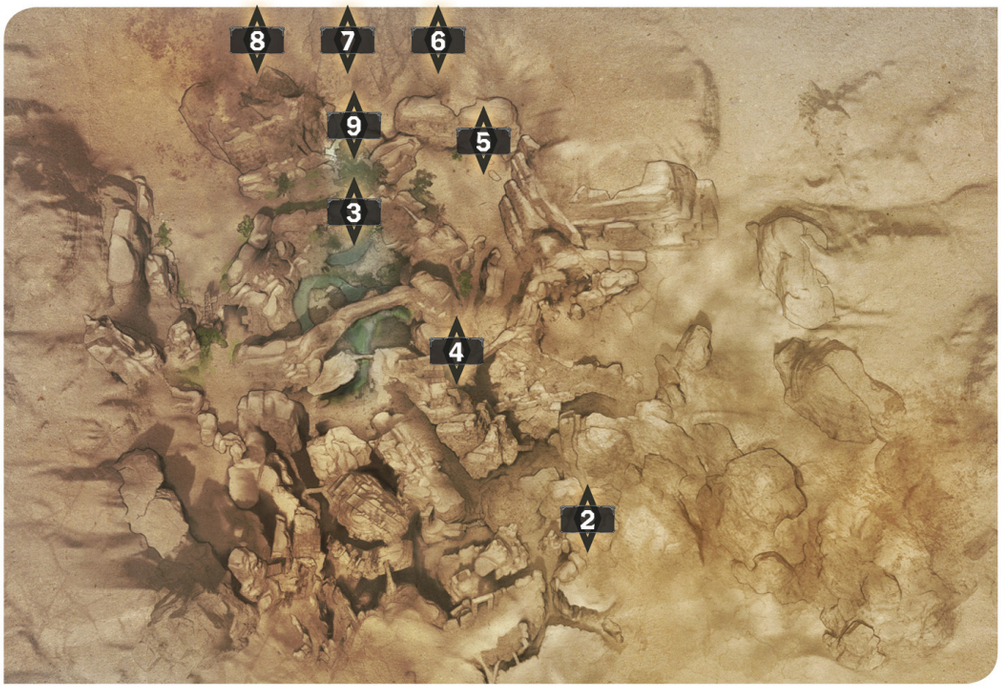


Forbidden Oasis

Side Quests (Recommended Level 8-12, 5-15, and 18-20)



LEGEND

Level 8-12

1. Shard Collector
2. Holding the Oasis
3. The Temple of Pride

Level 12-15

4. What It's Worth
5. The Door in Par'as Cavern

Level 5-15

6. The Fire Captured
7. The Spirit Calmed
8. The Cold Endured

Level 18-20

9. A Prideful Place

1: Shard Collector

Quest Giver: Collect a shard from any locale in Thedas to start this quest.

Description: A strange shard has been discovered. It appears to be of ancient origin and may be part of a larger set. Further study could reveal more.

Requirements: Collect a shard to unlock this quest, then spend four power at the war table to research the shards. This war table mission needs to be completed in order to access the Forbidden Oasis.

Reward: Open the Forbidden Oasis.

Objectives:

- Investigate shards at the war table (four power required).
- Travel to the Forbidden Oasis.

2: Holding the Oasis

Description: Establish camps to hold the Forbidden Oasis and support Inquisition activity in the region.

Quest Giver: Scout Harding

Requirements: Started as soon as you arrive in Forbidden Oasis

Reward: 50 Influence and 1 Power per camp, except for the starting camp

Objectives:

- Establish two camps.

With only two camps in the area, including the one you start with, traveling around the Forbidden Oasis requires you to get familiar with the winding pathways and interconnected tunnels. Reaching the camp down in the oasis itself can be somewhat challenging, but as long as you follow any ramps that take you to the canyons (and avoid detours), you can make a pretty straight shot at the second camp.

3: The Temple of Pride

Quest Giver: Scout Harding

Description: The entrance to a mysterious temple the ancient elves called Solasan stands tall, foreboding, and sealed in the middle of the Forbidden Oasis. It seems to have some connection to strange shards scattered across Thedas.

Requirements: Unlock the Forbidden Oasis via the war table using four power after finding your first shards and completing the research war table missions. Arrive at Forbidden Oasis for the first time to begin this quest.

Reward: 354 XP, 200 Influence, 2 Power

Objectives:

- Find the door to Solasan.

After you find your first shards and complete the necessary research that leads the Inquisition to the Forbidden Oasis, your first major side quest is simply to reach the front entrance of the temple. From the oasis camp, travel north to the Intrinsic Pool and make a right. A small mine shaft is blocked off by wooden barriers that a warrior can kick through. Follow this tunnel up and make a left at the T junction to arrive directly at the front door to the temple.

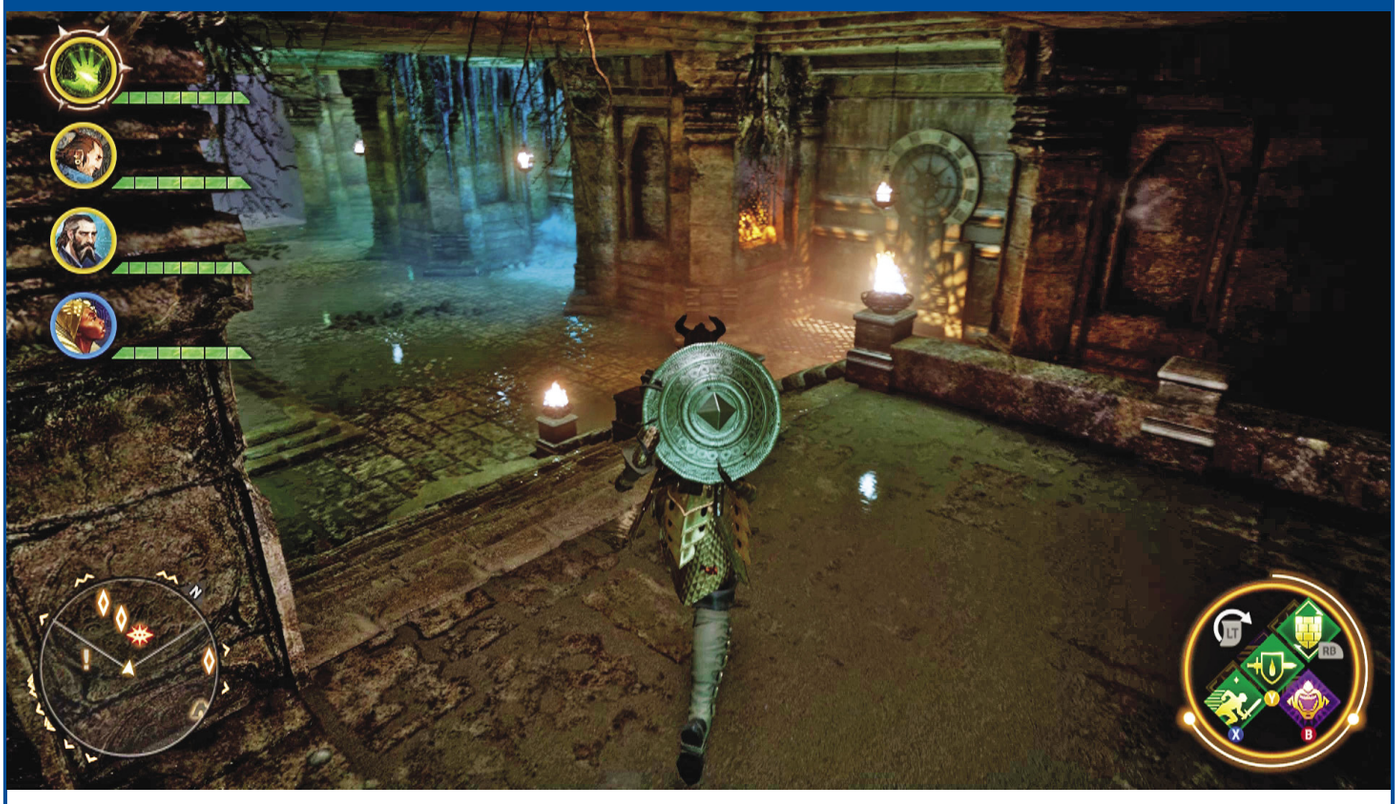
Alternatively, you can reach the temple from a desert entrance on the eastern side of the canyon. This takes you right past an ocularum, which can be used as a landmark for you to help find this passage, which is the same tunnel that the oasis mine shaft leads to.

Tip

A mosaic piece for the Freed Are Slaves collection can be found at this tunnel junction.

The door to the temple is sealed and will not budge unless you have acquired six shards. If you haven't already found six shards, there are oculara in the oasis that can let you get enough shards to unseal the temple. Opening the door completes the quest.

Tip



A rune can be found inside the temple, on the wall to the right of the Fire Captured path's first door. A veilfire torch on the opposite side of the room can help reveal it. Additionally, an elven device sits on a pedestal across from the first Cold Endured door. Activating it while Solas is in the party garners his approval.

4: What It's Worth

Quest Giver: A miner wandering the canyons in the oasis

Description: A former miner is salvaging valuables in the Forbidden Oasis. She mentioned an old wedding ring, but the cave where she once stored supplies has been overrun with spiders.

Requirements: Available upon arrival in the Forbidden Oasis

Reward: 242 XP, 80 Influence

Objectives:

- Retrieve the ring.
- Return the ring to the miner.

Wandering the canyons is a former miner, in search of old equipment that can be salvaged from the oasis. Speak with her to learn that she's looking for a wedding ring she left behind for reasons she's not willing to divulge. Whatever they are, she wants the ring back regardless. Unfortunately, the cave in question is infested with giant spiders, and she can't deal with so many by herself.

Note

Finding the miner to speak to can be a pain: She's constantly walking through the canyons, meaning you can't guarantee she'll be in a convenient spot to chat with. Thankfully, when you get close enough to her, an exclamation point appears on your map, so you can at least point yourself in her direction. Afterward, any objectives that point you back to the miner will have her marked on your maps.

Par’as Cavern, where the miner claims she stored the ring, is in the Stratos region, on the eastern side of the Forbidden Oasis. A note found outside the cavern claims a torch will either scatter or draw in the spiders. Not exactly reassuring.

Across the room from the cavern entrance sits a locked door that requires a key. Do not run haphazardly across the room to that door unless you can handle a swarm of level 12-15 spiders! Instead, work your way around the room, lighting the torches. This makes the spider threat somewhat manageable. Push your way into the spider holes on the east and west sides of the room, exterminating the eight-legged freaks to reach the treasures they guard. Among the chests they protected will be the wedding ring. Return it to the owner to complete the quest.

5: The Door in Par’as Cavern

Quest Giver: The miner wandering the canyons. Alternatively, inspect the locked door in Par’as Cavern to start the quest.

Description: There is a locked door in Par’as Cavern.

Requirements: You must complete What It’s Worth to gain the key for the door in Par’as Cavern.

Reward: 44 XP, 40 Influence

Objectives:

- Find a key to the door.
- Open the door.

Grateful for your return of her ring, the miner hands over her key to the locked door inside Par'as Cavern. Return to the cavern and unlock the door to complete this quest and gain access to the treasures it protected.

6: The Fire Captured

Quest Giver: Fire door inside Solasan

Description: An eerie heat emanates from a locked door within the temple.

Requirements: Gain access to Solasan as part of the Temple of Pride side quest.

Reward: 1,656 XP, 480 Influence, 5 Power

Objectives:

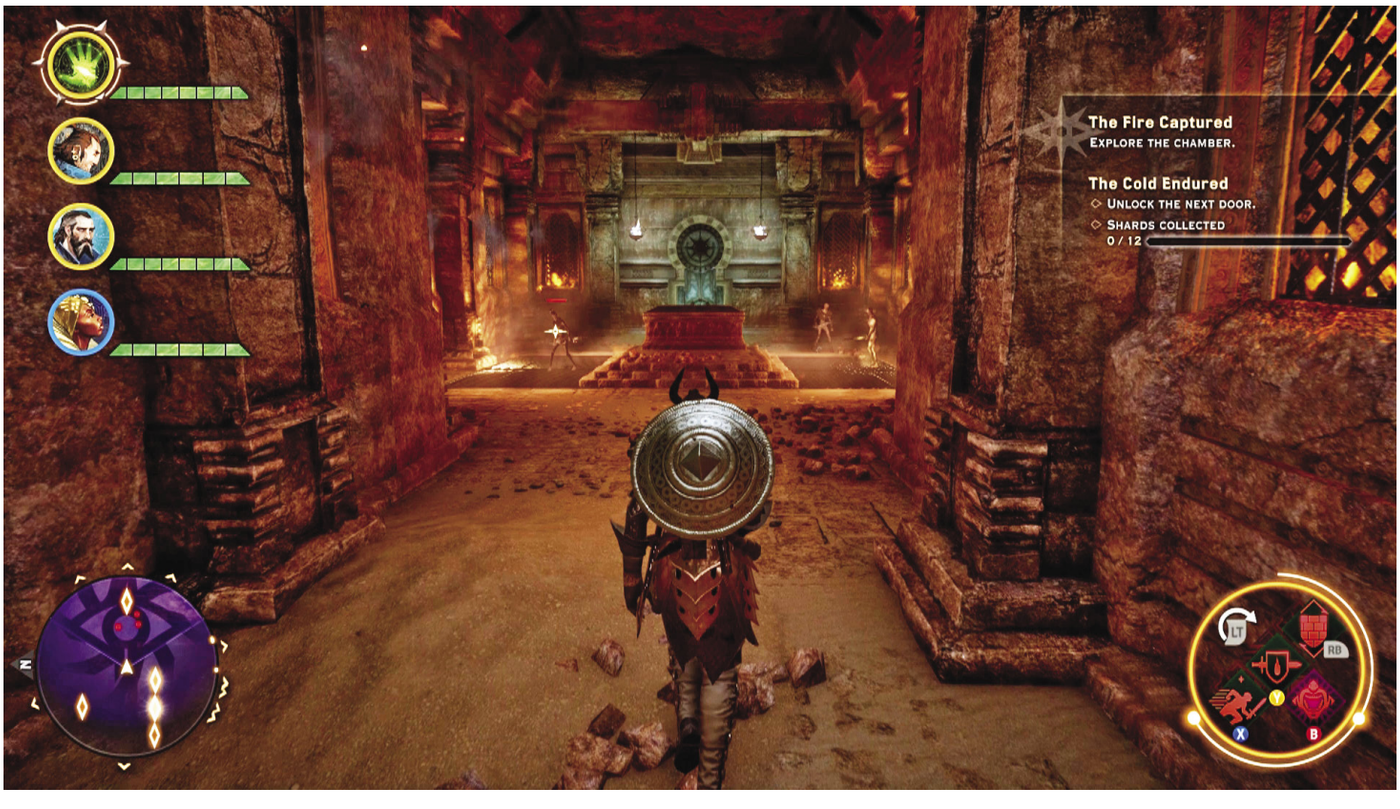
- Gather 6 shards.
- Open the first door.
- Gather 12 shards.
- Open the second door.

- Gather 18 shards.
- Open the final door.

The three elemental doors inside Solasan lead to chambers filled with monsters, gold, and a coffin filled with treasure, as well as magic that enhances your natural resistance toward a type of elemental damage. Each coffin you open boosts that elemental resistance by 4, 6, and 10 points, respectively. As you might guess, going down the fire path will help boost your fire resistance, the frost path builds up your frost resistance, and the spirit path enhances that resistance.

Each path has three doors to unlock, and the monsters behind each door become progressively more challenging. Additionally, elemental glyphs mark the floors of the treasure chambers, acting like land mines that deal damage based on the theme of the elemental path.

The first door offers monsters around level 7 and 8.



The second door reveals a room with monsters at level 9 and 10...

...and the final door stands between you and a chamber filled with level 12 to 15 demons, including a rage demon in the fire route.

Tip

We recommend opening the Fire Captured doors first, particularly if you are going to go high dragon hunting in the near future. The boost to your fire resistance can help you survive against many of the high dragons you can face soonest.

7: The Spirit Calmed

Quest Giver: Spirit door inside Solasan

Description: An earthy smell emanates from a locked door within the temple.

Requirements: Gain access to Solasan as part of the Temple of Pride side quest.

Reward: 1,656 XP, 480 Influence, 5 Power

Objectives:

- Gather 6 shards.
- Open the first door.
- Gather 12 shards.
- Open the second door.
- Gather 18 shards.
- Open the final door.

Like the Fire Captured doors, the Spirit Calmed doors follow the same shard requirements and have the same setup for monsters and traps you'll face inside each treasure chamber. The demon in control of the final room is an arcane horror, so be prepared to deal with its lethal ranged magic blasts.

8: The Cold Endured

Quest Giver: Frost door inside Solasan

Description: An unnatural cold emanates from a locked door within the temple.

Requirements: Gain access to Solasan as part of the Temple of Pride side quest.

Reward: 1,656 XP, 480 Influence, 5 Power

Objectives:

- Gather 6 shards.
- Open the first door.
- Gather 12 shards.
- Open the second door.
- Gather 18 shards.
- Open the final door.

The Cold Endured doors again follow the same setup seen in the other two elemental paths. Your final threat in the third treasure chamber is a horde of undead, led by a dreadfully powerful revenant. Bring mages with powerful fire staves to quickly put down this monster before it becomes a problem.

9: A Prideful Place

Quest Giver: Open all fire, spirit, and frost doors in Solasan to be given this quest automatically.

Description: The door at the heart of the temple has opened.

Requirements: All nine doors in the first three elemental paths must be opened.

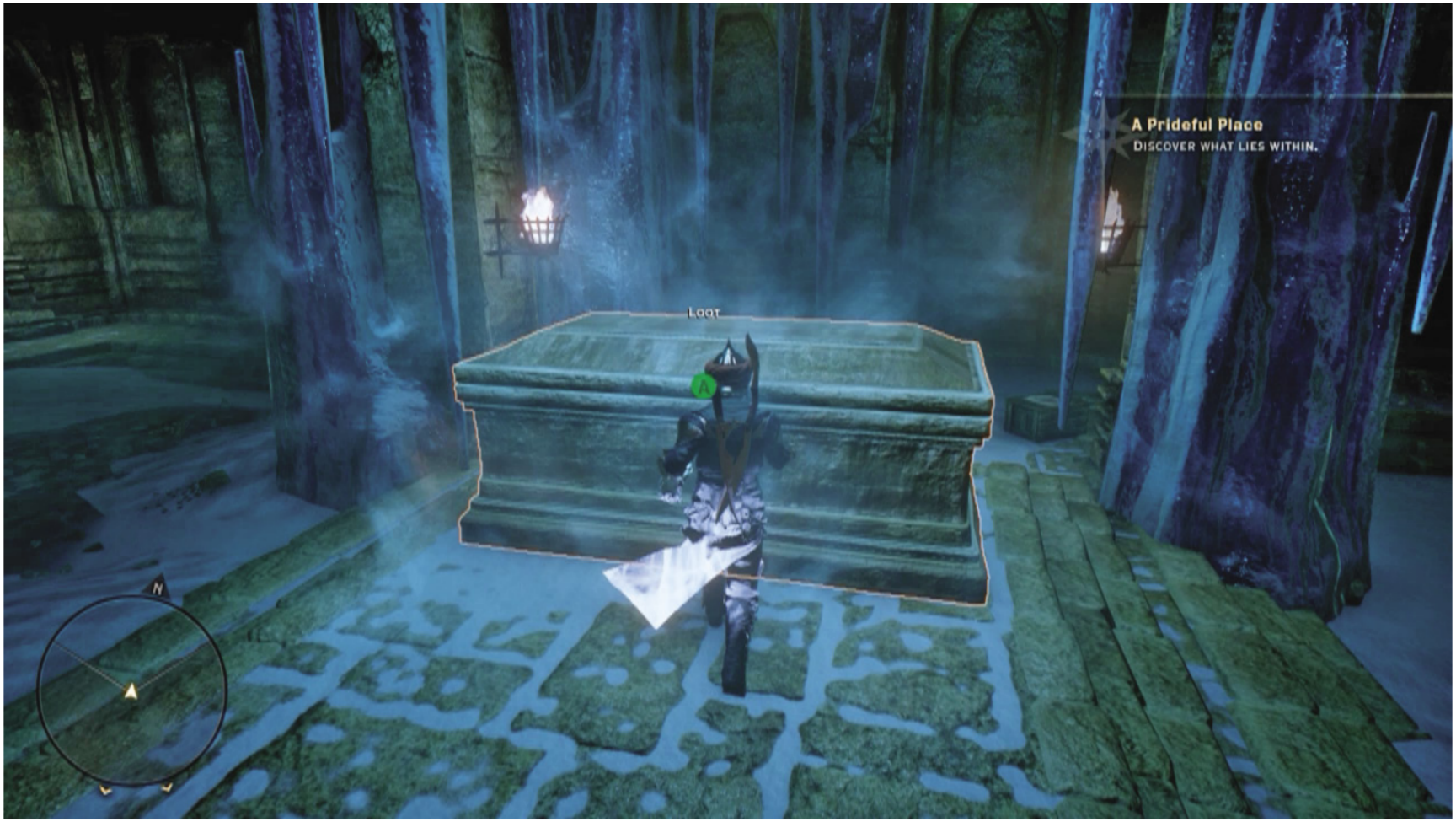
Reward: 5,076 XP, 600 Influence, 2 Power

Objectives:

- Discover what lies within.

You may have noticed on repeat visits to the temple that a door in the front chamber has had a series of lights appearing in an arch over it, corresponding with the number of doors you have opened in other paths. Once all nine are open, this final door opens, revealing the final challenge of Solasan.

Entering the final chamber, you will encounter a pride demon and four skeleton archers, all standing strong at level 19. Surrounding them all is a set of lightning glyphs, which make approaching the enemy a challenge. The glyphs appear in random patterns, designed to scatter your party. Rip apart the archers as fast as you can, then focus on the pride demon.



The final coffin opened in the temple provides your Inquisitor with 20 additional lightning resistance. With this, the temple of Solasan has been fully cleared!

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Skyhold
Introduction

Following the destruction of Haven, an abandoned castle in the Dales known as Skyhold now houses the only thing keeping Thedas from its darkest hour. Skyhold is larger and significantly more defensible. It should serve the Inquisition well.

Locale Summary

Scouting Cost: 0

The Inquisition comes to Skyhold during the From the Ashes quest, following the attack on Haven. Upon their arrival, Skyhold is in great disrepair, crumbling due to years of abandonment and neglect. Little by little, the Inquisition fortifies the walls and applies regal decor, fitting of the up-and-coming organization. As the castle takes shape, you have the option of customizing Skyhold, choosing everything from drapery and heraldry to thrones and beds. Once established, Skyhold functions much like Haven. Come here to meet with the war council to discuss the Inquisition's plans. The Inquisitor can also judge prisoners of the Inquisition, determining their fate in the throne room. Skyhold is home to merchants, party members, and various support staff. So take the time to visit with your people to stay apprised of what's happening. Your party members always have interesting things to say and may even ask for help in completing inner circle quests.

Crafting Materials

Common Materials:

- Blank Runestone
- Serault Infused Glass

Rare Materials: None

Unique Materials: None

Collections

- Astrariums: 0
- Bottles of Thedas: 0
- High Dragons: 0
- Landmarks: 0
- Mosaic Pieces: 0
- Glyphs: 0
- Shards: 0
- Treasure Maps: 0
- Logging Stands: 0
- Quarries: 0

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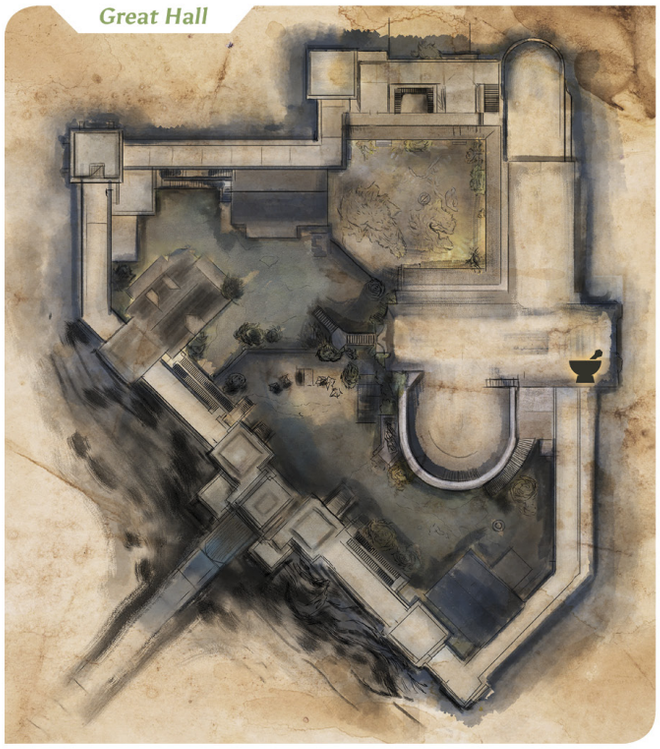
Skyhold

Locale/Collections Map



LEGEND

- Area Exit
- Crafting Station
- Merchant

Song Lyrics

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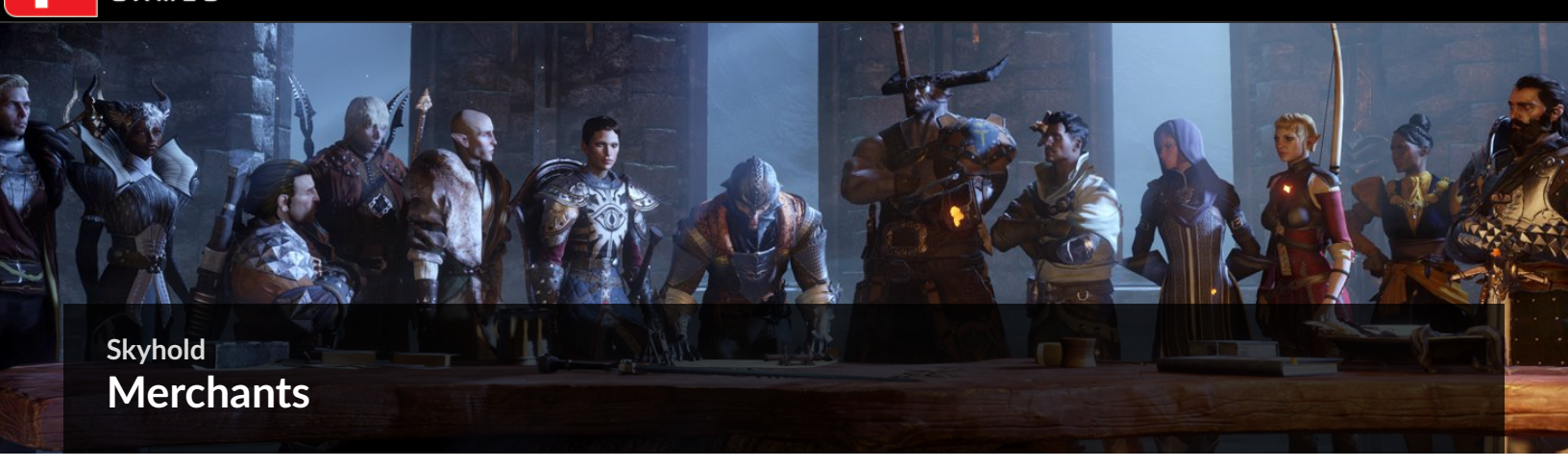

Skyhold
Merchants

Bonny Sims's Shop

Item	Cost
Weapons (Highlights)	
Axe of the Dragon Hunter	11540
Magehunter	7629
Grunsmann's Bow	4082
Upgrades (Highlights)	
Firm Bianca Grip	738
Ornate Bianca Grip	211
Aiming Module I	211
Aiming Module II	211
Aiming Module III	738
Bianca Arms II	28
Bianca Arms III	70
Bianca Arms IV	175
Bianca Arms V	474
Crafting Materials	
Blank Runestone	71
Serault Infused Glass	42
Fusing Agent	214
Weapon Schematics	
Super Corrupting Rune	7294
Firm Bianca Grip	934
Bianca Arms III	934
Bianca Aiming III	934
Dragon-Slaying Rune	182
Bianca Arms II	89
Bianca Aiming II	89
Ornate Bianca Grip	20
Bianca Arms I	20
Bianca Aiming I	20
Recipes	
Lyrium Potion Recipe	53

Seggrit's Shop

Item	Cost
Weapons (Highlights)	
Siege's End	21433
Tenasarin	11110
Upgrades (Highlights)	
Sturdy Bianca Grip	28
Aiming Module I	28
Bianca Arms I	19
Weapon Schematics	
Bianca Arms I	20
Bianca Aiming I	20

Farris the Representative

Item	Cost
Influence Boosters*	
Protocols of Passage: Free Maches (limit: 10)	6886
Perendale Entente Cordiale (limit: 10)	6886
Favors of Marque and Reprisal (limit: 10)	6886
Estwatch Alliance of Names (limit: 10)	6886
A Pact of Certain Favors (limit: 10)	6886
Western Orlais Independent Compact (limit: 10)	1690
Southern Nevarra Independent Compact (limit: 10)	1690
Southern Ferelden Independent Compact (limit: 10)	1690
Northern Ferelden Independent Compact (limit: 10)	1690
Coastal Antiva Independent Compact (limit: 10)	1690
Montsimmard Accord (limit: 10)	490
Mont-de-Glace Accord (limit: 10)	490
Highever Accord (limit: 10)	490
Hasmal Accord (limit: 10)	490
Arlesans Accord (limit: 10)	490
Private Trade Agreement: Seleny (limit: 10)	167
Private Trade Agreement: Hunter Fell (limit: 10)	167
Private Trade Agreement: Dales End (limit: 10)	167
Private Trade Agreement: Churneau (limit: 10)	167
Private Trade Agreement: Ayesleigh (limit: 10)	167

Note

Influence boosters are available in limited quantities and can be quite expensive to buy. However, if you need an influence boost to reach another Inquisition perk, and you have money to spare, this vendor can be a great help.

The Stables: Horsemaster Store

Item	Cost	Availability
Horses		
Taslin Strider	0	After Dennet joins
Green Dales Feral	200	After Haven
Dalish All-Bred	200	After Haven
Orlesian Courser	285	After Haven
Amaranthine Charger	627	After Halamshiral
Free Marches Ranger	627	After Halamshiral
Anderfel Courser	1200	After Adamant
Imperial Warmblood	1200	After Adamant
Dracolisks		
Hunter Shade Dracolisk	0	After killing one high dragon and completing the Hunter Shade Dracolisk operation
Abyssal Hang-Tooth	385	After obtaining Hunter Shade Dracolisk and capturing keep in Crestwood
Basking Longma	812	After obtaining Hunter Shade Dracolisk and capturing keep in Emprise du Lion
Blue River Bane	812	After obtaining Hunter Shade Dracolisk and acquiring Inquisition rank 9
Desert Lightning	1800	After obtaining Hunter Shade Dracolisk and capturing keep in Western Approach
Sharp-Tail	4400	After obtaining Hunter Shade Dracolisk and acquiring Inquisition rank 9
Harts		
Brecilian Sure-Foot	450	After acquiring Inquisition rank 5
Tirashan Swiftwind	641	After scouting Emerald Graves
Pride of Arlathan	1400	After scouting Emprise du Lion
Wild Hart	2300	After scouting the Exalted Plains

Undercroft Shop

Item	Cost
Accessories	
The Tactician's Renewal	Special

Note

The Tactician's Renewal is a unique single-use amulet that allows you to re-spec the abilities of any character who wears it. The initial cost of these amulets is low, but after your first purchase the price shoots up and stays up.

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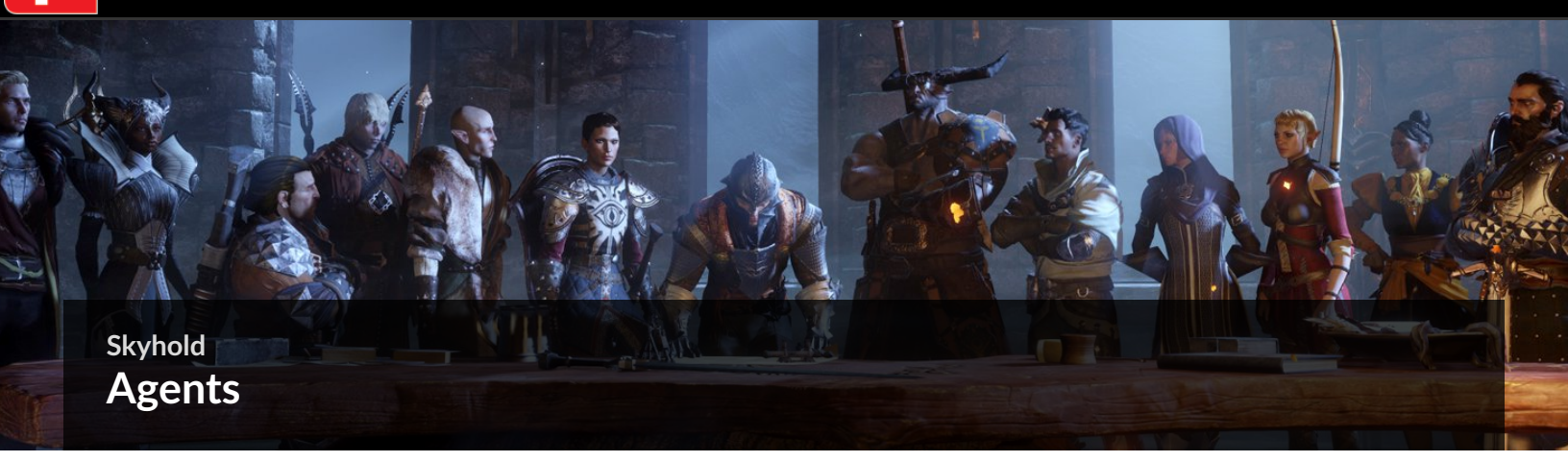

Skyhold
Agents

Alexius

Affiliated Quest: Sit in Judgment

Inquisition Perk: A Magister in Disgrace (Secrets)

If you took Alexius alive following the events at Redcliffe Castle, you can judge him at Skyhold. Sentence him to research magic for the Inquisition.

Servis

Affiliated Quest: Sit in Judgment

Inquisition Perk: Servis (Secrets)

After confronting Servis in the Western Approach, return to Skyhold to judge him. Servis can be conscripted as an informant, supplying useful information to Leliana.

Florianne

Affiliated Quest: Sit in Judgment

Inquisition Perk: The Noble Cadaver (Connections)

If Florianne was killed at Halamshiral, you have the opportunity to judge her remains at Skyhold. Sentence her remains to community service to give Josephine another agent.

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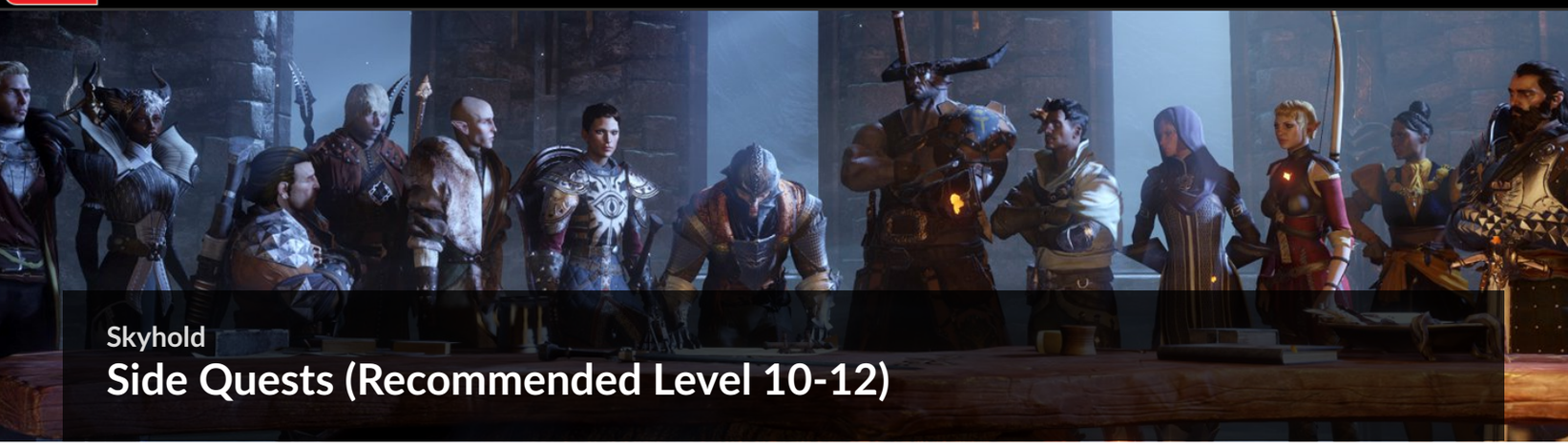
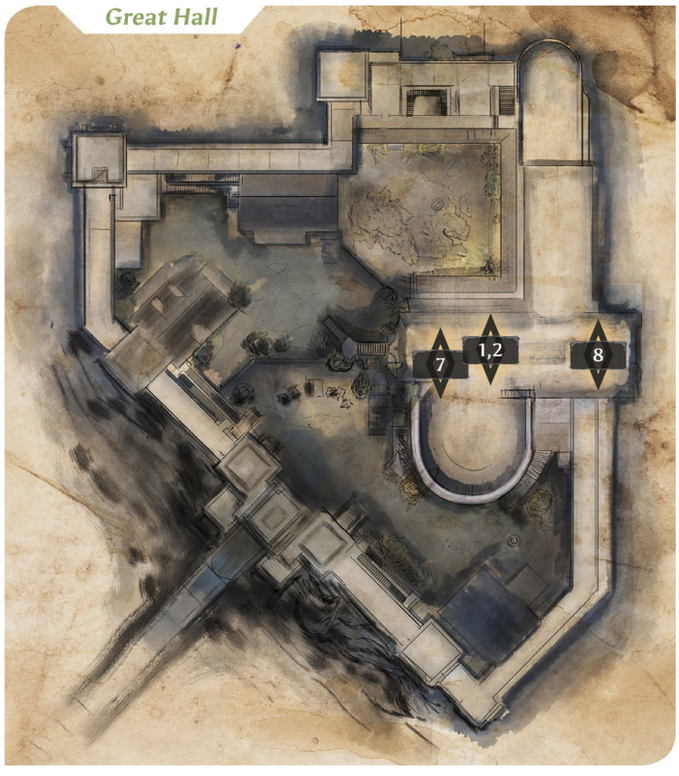


Skyhold

Side Quests (Recommended Level 10-12)

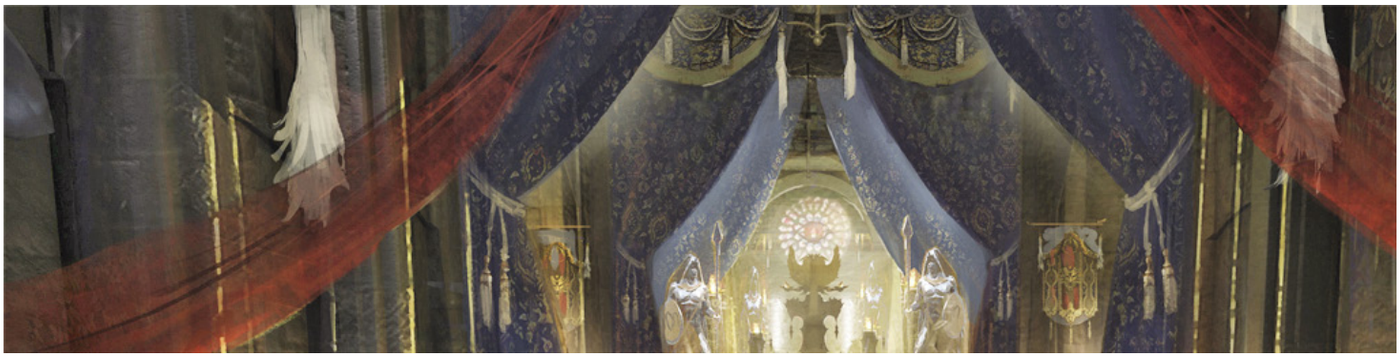


Legend

Level 10-12

1. Welcome to Skyhold
2. Inquisition Trappings
3. A Greener Garden
4. A Better Courtyard
5. A Superior Tower
6. Rune Crafting
7. Scattered in Skyhold
8. Sit in Judgment

1: Welcome to Skyhold



Quest Giver: N/A

Description: This new home for the Inquisition has a lot to offer. Take a look around.

Requirements: Available after entering Skyhold

Reward: 50 XP

Objectives:

- Find the war room.
- Find the blacksmith.

The new war room is down the hall from Josephine's office in the antechamber. If you haven't already, visit the war room and assign advisors to new missions. Remember to collect rewards from any complete missions as well.

Harritt has set up shop in the undercroft—enter the door directly south of the throne. This area contains all the blacksmith stations you became familiar with in Haven. It also contains tables where you can equip and craft potions. Use this opportunity to craft new armor, weapons, and upgrades.

2: Inquisition Trappings

Quest Giver: N/A

Description: Skyhold can be customized in a variety of ways to best reflect the style and priorities of the Inquisition.

Requirements: Available after entering Skyhold.

Reward: Skyhold appearance customization

Objectives:

- Go to the undercroft.
- Customize Skyhold.

While you're in the undercroft, approach the Skyhold customization bench to plan out the design of the castle. From this menu you can select custom banners, beds, drapery, heraldry, decor, thrones, and windows. You'll notice that some of these customization options are locked. You must acquire new items through exploration—some objects can also be purchased from merchants in Val Royeaux. These options affect merely the aesthetics of Skyhold and do not impact gameplay.

3: A Greener Garden

Quest Giver: N/A

Description: With the right materials, improvements can be made to Skyhold's garden.

Requirements: Available after Skyhold construction is complete

Reward: Garden in Skyhold

Objectives:

- Upgrade Skyhold's garden.
- Obtain 30 spindleweeds, 30 elfroots, 30 blood lotuses, and one logging stand.

The Skyhold garden is a surprisingly useful for cultivating additional resources. Look into making this upgrade as soon as possible, so you can get the most out of the garden for the duration of your quest.

4: A Better Courtyard

Quest Giver: N/A

Description: With the right materials, improvements can be made to Skyhold's courtyard.

Requirements: Available after Skyhold construction is complete

Reward: Improved courtyard in Skyhold

Objectives:

- Upgrade Skyhold's tower.
- Obtain 30 elfroots, two quarries, and two logging stands.

The courtyard and tower upgrades allow you to choose how you want Skyhold to be perceived and how it services the members of the Inquisition. For the courtyard, you can leave it as a medical triage station, or you can turn it into a training ground for the Inquisition troops.

5: A Superior Tower

Quest Giver: N/A

Description: With the right materials, improvements can be made to Skyhold's tower.

Requirements: Available after Skyhold construction is complete

Reward: New tower for Skyhold

Objectives:

- Upgrade Skyhold's tower.
- Obtain 10 spirit essences, three quarries, and three logging stands.

The main tower of Skyhold can be converted into a proper mage tower or into an improved guard tower.

6: Rune Crafting

Quest Giver: N/A

Description: Recruiting an arcanist will allow the Inquisition to craft runes to enhance weapons and armor.

Requirements: Dagna must be recruited via a war table operation.

Reward: Rune crafting is now available.

Objectives:

- Recruit an arcanist at the war table.
- Craft a rune in the undercroft.

The arcanist in question is a dwarf named Dagna. Despite her quirky personality, she's good at her work, and that's enchanting weapons. Her runes will provide distinct advantages in future battles, so be ready to visit her often. You recruit her by completing a war table mission.

This quest acts as a tutorial for rune crafting. Simply speak with Dagna and follow her instructions to craft your first rune!

7: Scattered in Skyhold

Quest Giver: N/A

Description: Varric's writing is more popular than he lets on. Find all 48 copies of *Hard in Hightown* in Skyhold.

Requirements: Available after Skyhold construction is complete

Reward: 200 Influence for each book found

Objectives:

- Find all 48 copies of *Hard in Hightown*.

If you speak with one of the librarians in the Skyhold library, you'll hear about how 48 copies of *Hard in Hightown* are missing from the shelves, checked out by residents of the castle. You can find copies sitting alone, or in stacks of two or three. Stacks reappear between visits to Skyhold, so if you remember where you found a number of books, you can always recollect them to count toward your total.

8: Sit in Judgment

Quest Giver: Josephine

Description: Someone being held in Skyhold awaits judgment.

Requirements: Available anytime a prisoner is taken into the Inquisition's custody

Reward: Varies

Objectives:

- Judge the prisoner.

When the quest is available, interact with the throne to get an introduction to the process from Josephine. After this conversation, all future interactions with the throne will initiate a judgment. The number of judgments you can perform depends on how many enemies you've captured alive. Reference the following table for a listing of all possible judgments. Some of the prisoners can be conscripted into the Inquisition and serve as agents. Completing judgments unlocks new thrones.

Judgments

Prisoner	Capture Locale	Unlock	Details
Avaar Tribesman	The Fallow Mire	Chasind Throne	In this lighthearted judgment, choose what to do with the Avaar tribesman captured in the Fallow Mire following the Lost Souls quest.
Alexius	Redcliffe Castle	—	If you took Alexius into custody at Redcliffe Castle, order him to research magic to make him an agent.
Knight-Captain Denam	Therinfal Redoubt	—	Following events at Therinfal Redoubt, you have the opportunity to judge Knight-Captain Denam. You can sentence him to death, imprison him, or turn him over to the uncorrupted templars.
Servis	Western Approach	—	Servis is always taken as a prisoner following the fight in the Western Approach. Recruit him as an informant to make him an Inquisition agent, serving under Leliana.
Mayor Dedrick	Crestwood	Ferelden Throne	After Still Waters in Crestwood, complete the Find Crestwood's Mayor operation on the war table to track down Dedrick and bring him to justice. He had a good reason for flooding the old village, but were his actions justified? You can have him executed, imprisoned, or exiled.
Erimond	Adamant	—	After Adamant, choose what to do with Erimond. You can imprison him, kill him, or make him tranquil.
Ser Ruth	Adamant	—	This Warden was under the spell of Corypheus and killed other Wardens at Adamant during a binding ritual. She requests the death sentence, but you can be more lenient. Consider turning her over to the Wardens to please Blackwall.
Grand Duchess Florianne (alive)	Halamshiral	—	If you took Florianne alive at Halamshiral, she's brought back to Skyhold for judgment. You can't have her executed, but there are other fitting punishments.
Grand Duchess Florianne (dead)	Halamshiral	—	If Florianne was killed at Halamshiral, you can judge her remains, contained within a wooden box. Sentence Florianne's remains to community service to make her an agent working under Josephine. Politics—it's complicated.
Thom Rainier	Val Royeaux	—	During the Blackwall's Revelations inner circle quest, you can bring Thom Rainier back to Skyhold and judge him for his past crimes.
Mistress Poulin	Emprise du Lion	Orlesian Throne	Mistress Poulin must account for her business dealings with the red templars. There are numerous punishments, including death. But perhaps it would be most constructive if you ordered her to rebuild the town—Sera approves of this.
Samson	The Arbor Wilds	—	If you defeat Samson at the Temple of Mythal, he is brought back to Skyhold for judgment. If you avoid a conflict at the Temple of Mythal, you can track down Samson through an operation on the war table and take him into custody for judgment.

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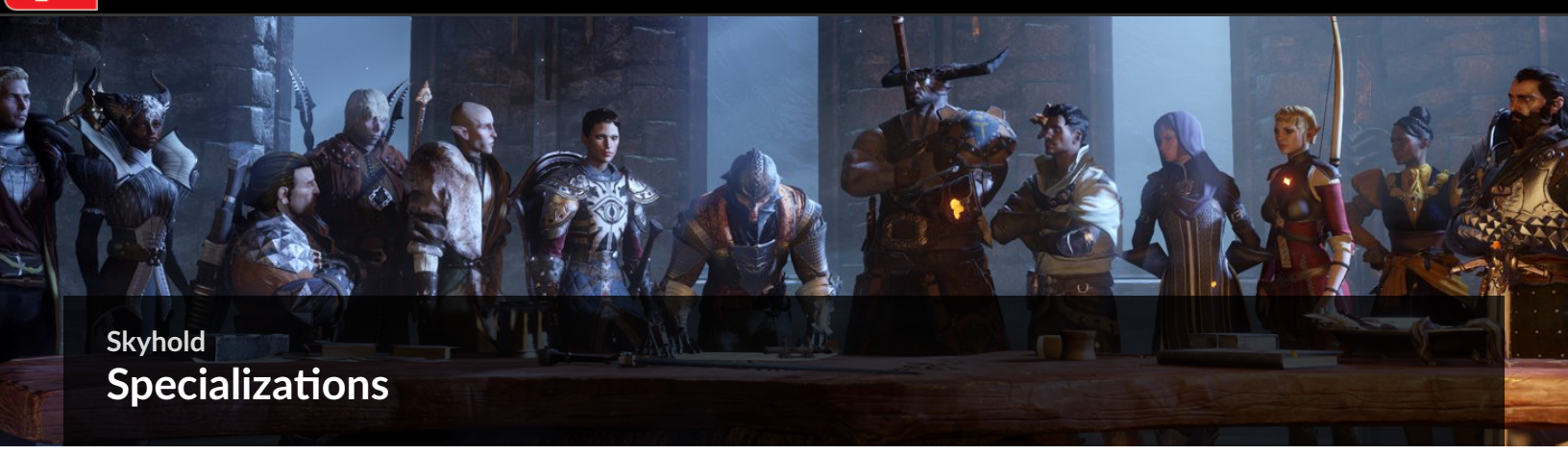


Skyhold

Specializations

Once you've settled in Skyhold, visit the war room and select the Specializations for the Inquisitor mission on the war table. This mission costs no power and takes no time to complete. Upon completion, three trainers arrive in Skyhold—each trainer is capable of unlocking a new ability tree. But before an ability tree is unlocked, you must complete a quest offered by each trainer. These quests function like requisitions, requiring you to collect items scattered across multiple locales. Once a quest is complete, you have the opportunity to choose the associated specialization. But you can only choose one out of the three specializations, even if you complete all three quests. So put some thought into this—reference the Classes and Abilities chapter to preview the different specialization ability trees before making your decision.

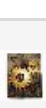
Inquisitor Specializations

Discipline	Name	Trainer	Quest	Description
Rogue				
	Artificer	Three-Eyes	Way of the Artificer	These specialists control the battlefield with deadly traps. Neither they nor their explosive mines are ever where the enemy expects them to be.
	Assassin	Heir	Way of the Assassin	Any rogue can kill a target, but assassins make death into an art form. They specialize in quick, deadly kills that let them slide back into shadows undetected, or indirect kills that eliminate targets while the assassin is safely away.
	Tempest	Kihm	Way of the Tempest	These unpredictable experts specialize in using alchemical mixtures that wreathe them in frost or flame. Fast, chaotic, and possibly mad, they wade into the fight and dare enemies to face the storm.
Warrior				
	Champion	Lord Chancellor de Lion	Way of the Champion	These powerful defenders protect their allies from harm, standing strong against devastating blows with expert training and fierce determination. Enemies can't kill them—and usually can't survive them.
	Reaver	Breaker Thram	Way of the Reaver	As the battle gets bloodier, these vicious and deadly warriors get even more brutal. Hurting them just makes them mad, a mistake most enemies don't live to repeat.
	Templar	Ser	Way of the Templar	These unrelenting warriors specialize in fighting mages and demons. No enemy's magic can withstand them, and they inspire and protect their allies with their righteous power.
Mage				
	Knight-Enchanter	Commander Helaine	Way of the Knight-Enchanter	These rare mages received special dispensation from the Chantry to serve in battle. They summon blades from the Fade and are experts in protection and defense.
	Necromancer	Viuus Anaxas	Way of the Necromancer	These mages specialize in binding the spirits that are drawn to death. They can put the fear of death into enemies, bring spirits to fight on their behalf, and even cause devastating explosions when their enemies die.
	Rift Mage	Your Trainer	Way of the Rift Mage	These mages draw upon the force of the Fade, either pulling matter from the Fade to attack or twisting the Veil itself into a weapon to stagger or crush their enemies.

Party Member Specializations

As soon as the Inquisition arrives in Skyhold, all party members automatically unlock a unique specialization—no quests must be completed. So as these characters level up, remember to browse the new abilities in these trees.

Character Specializations

Character	Discipline	Name	Description
Blackwall		Champion	Blackwall has sworn to give his life to protect his friends and allies. He puts himself between them and danger, and his experience and resolve let him stand against attacks that would fell weaker warriors.
Cassandra		Templar	Long ago, the Seekers of Truth founded the Templar Order and taught the templars how to deal with hostile mages and their spells. Cassandra thus possesses all of a templar's abilities, without the risk of lyrium addiction.
Cole		Assassin	As a spirit dedicated to mercy, Cole is oddly suited to killing enemies with speed and precision. He can eliminate targets too dangerous to face directly with strikes they never even notice.
Dorian		Necromancer	Dorian is well-versed in spells that bind and manipulate Fade spirits, a practice that does not have the same stigma in the Tevinter Imperium as it does elsewhere in Thedas.
The Iron Bull		Reaver	The Iron Bull's combat style has honed his aggression and anger to a killing edge. He has learned to turn his own pain into a fury that makes him even deadlier when the fight gets bloody.
Sera		Tempest	With a satchel of dirty tricks, Sera takes the fight to her opponents before they know they're in it, committing fast and hard—and if covered in alchemical fire, all the better.
Solas		Rift Mage	Years spent studying the Fade have given Solas the ability to manipulate its energies in unpredictable ways. He can pull matter from the Fade and even twist the veil into a weapon to hammer his opponents.
Varric		Artificer	After years of experience with the merchants guild and the publishing world, Varric has become an expert at handling deadly traps and convoluted devices.
Vivienne		Knight-Enchanter	Whether it's high fashion or the battlefield, Vivienne prefers to be at the forefront and in control of everything around her. She will personally see order restored—by the blade, if necessary.

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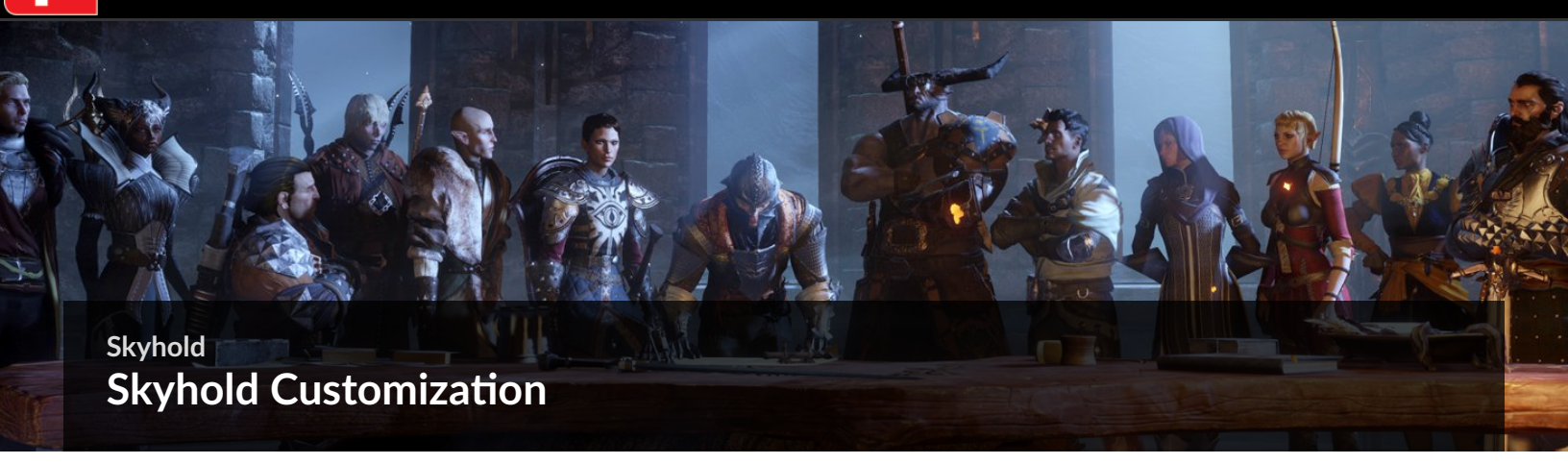

Skyhold

Skyhold Customization

Visit Skyhold's undercroft to interact with the Skyhold Customization table. Here you can plan out the design of the castle, selecting from a variety of themes. Some of the items are available automatically when you acquire Skyhold, but some items must be unlocked by completing specific tasks or by simply buying them—Val Royeaux sells a wide variety of beds, drapery, and windows. Here's a complete listing of the customization options, revealing how each item is unlocked.

Customization Options

Theme	Unlock
Banners	
Andrastian Chantry	Automatically unlocked
Dalish	Automatically unlocked
Dwarven	Automatically unlocked
Ferelden	Automatically unlocked
Free Marches	Automatically unlocked
Inquisition	Default
Circle of Magi	Automatically unlocked
Orlais	Automatically unlocked
Templar	Automatically unlocked
Tevinter Imperium	Automatically unlocked
Grey Warden	Automatically unlocked
Banner Toppers	
Chantry Topper	Unlock the chantry garden
Circle of Magi Topper	Unlock the mage tower
Dalish Topper	Exalted Plains
Dwarven Topper	Storm Coast
Ferelden Topper	Crestwood
Free Marches Topper	Storm Coast
Inquisition Topper	Capture all keeps (3)
Orlesian Topper	Villa Maurel
Templar Topper	Unlock templar tower
Tevinter Imperium Topper	Hissing Wastes
Grey Warden Topper	The Forbidden Oasis
Bed	
Orlais	For sale in Val Royeaux (713 gold)
Free Marches	Default
Free Marches II	For sale in Val Royeaux (713 gold)
Orlais II	For sale in Val Royeaux (713 gold)
Orlais III	For sale in Val Royeaux (713 gold)
Dwarven	For sale in Val Royeaux (713 gold)
Drapery	
Basic	Default
Ferelden	For sale in Val Royeaux (356 gold)
Orlais	For sale in Val Royeaux (356 gold)
Andrastian Chantry	For sale in Val Royeaux (356 gold)
Dalish	For sale in Val Royeaux (356 gold)
Dalish II	For sale in Val Royeaux (356 gold)
Dwarven	For sale in Val Royeaux (356 gold)
Free Marches	For sale in Val Royeaux (356 gold)
Inquisition	For sale in Val Royeaux (356 gold)
Templar	For sale in Val Royeaux (356 gold)
Tevinter Imperium	For sale in Val Royeaux (356 gold)
Grey Warden	For sale in Val Royeaux (356 gold)
Circle of Magi	For sale in Val Royeaux (356 gold)
Chasind	For sale in Val Royeaux (356 gold)
Qunari	For sale in Val Royeaux (356 gold)
Heraldry	
Basic	Default
Ferelden	Automatically unlocked
Orlais	Automatically unlocked
Andrastian Chantry	Automatically unlocked
Dalish	Automatically unlocked
Dwarven	Automatically unlocked
Free Marches	Automatically unlocked
Inquisition	Automatically unlocked
Templar	Automatically unlocked
Tevinter Imperium	Automatically unlocked
Grey Warden	Automatically unlocked
Circle of Magi	Automatically unlocked
Chasind	Automatically unlocked
Qunari	Automatically unlocked
Decor	
Basic	Default
Ferelden	Automatically unlocked
Orlais	Automatically unlocked
Andrastian Chantry	Automatically unlocked
Free Marches	Automatically unlocked
Tevinter Imperium	Automatically unlocked
Throne	
Andrastian Chantry	Complete Cassandra's inner circle quests
Chasind	Complete judgment of Avvar Tribesman
Mage	Complete Vivienne's inner circle quests
Ferelden	Complete judgment of Mayor Dedrick
Inquisition	Default
Orlais	Complete judgment of Mistress Poulin
Qunari	Complete Iron Bull's inner circle quests
Windows	
Andrastian Chantry	For sale in Val Royeaux (1,568 gold)
Dalish	For sale in Val Royeaux (1,568 gold)
Dwarven	For sale in Val Royeaux (1,568 gold)
Ferelden	For sale in Val Royeaux (1,568 gold)
Inquisition	Default
Orlais	For sale in Val Royeaux (1,568 gold)
Qunari	For sale in Val Royeaux (1,568 gold)
Boon of the Serault Glassworks	Complete the Serault Operations with Cullen

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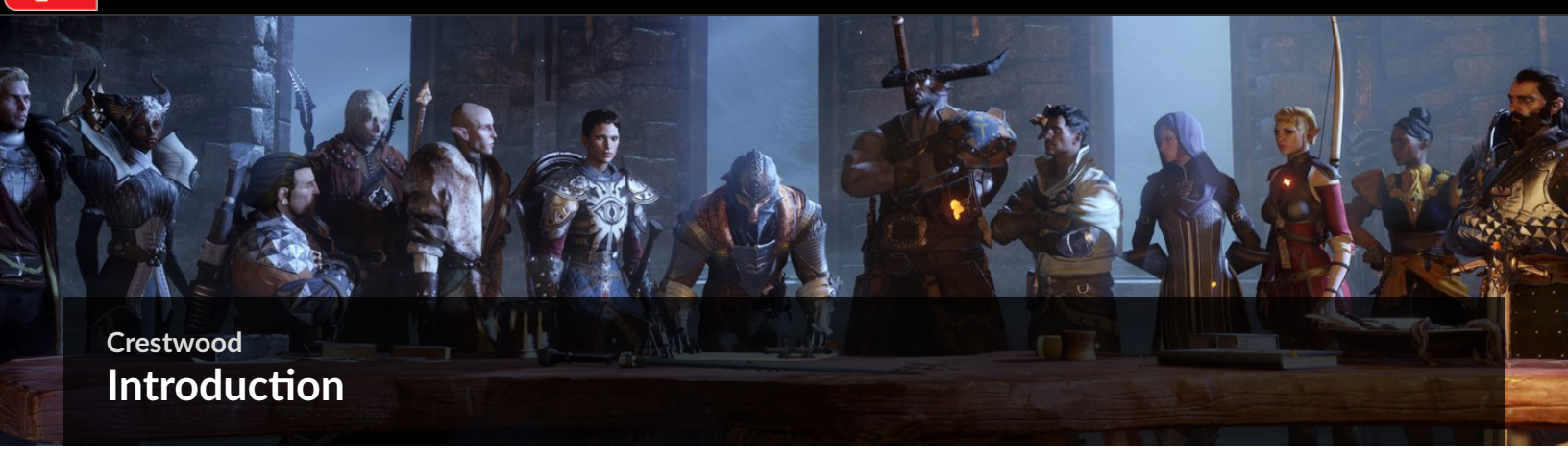

Crestwood

Introduction

Gloomier than the Storm Coast,Crestwood clings to life in the aftermath of a great tragedy, but a new tragedy is forming in the dark waters of the neighboring lake. When the darkspawn struck all of Ferelden during the last Blight 10 years ago, the village took in refugees from fallen territories. Unfortunately, the darkspawn took control of the local dam, flooding Old Crestwood and killing the refugees and many of the town's citizens. Since then the village has tried to eke out a meager existence further uphill from the flooded ruins, but the glow of a Fade rift from under the lake has caused the dead to rise, and demons lead them in a charge on the weary survivors. It is clear that Crestwood will not last long without help, and yet even the Grey Wardens are unable to spare a single man.

The Inquisition has its own purpose here in Crestwood. It seeks a rogue Grey Warden by the name of Stroud, who claims he has information regarding the disappearance of the Wardens all across Thedas. The Inquisition may also be the only force that can save the beleaguered town in time. Doing so, however, will mean unearthing an old secret deep beneath the lake...

Locale Summary

Scouting Cost: 8 Power

Crestwood is where a great many things about Corypheus and his influence on world events begin to reveal their true extent. It is possible to continue forward with the story and ignore Crestwood's plight after you've met Stroud. However, there are many benefits to exploring this locale. Cave systems filled with treasure and resources await the hardy and brave adventurer. For the strongest men and women on Thedas, a high dragon, the Northern Hunter, claims this land as her own. This is an excellent place for the Inquisitor to build skills in preparation for the battles that lie ahead. All of the major side quests in this locale are best experienced around level 10 through 12. The high dragon, however, should be challenged by a party of level 13 or higher.

Crafting Materials

Common Materials:

- Elfroot
- Spindleweed
- Blood Lotus
- Deep Mushroom
- Embrium
- Iron
- Drakestone
- Onyx

Rare Materials:

- Royal Elfroot
- Obsidian
- Everite

Unique Materials: None

Collections

- Astrariums: 3
- Bottles of Thedas: 4
- High Dragons: 1
- Landmarks: 10
- Mosaic Pieces: 5
- Glyphs: 1
- Shards: 0
- Treasure Maps: 0
- Logging Stands: 1
- Quarries: 1

Inquisition Personnel

Agents

- Jana

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Crestwood

Locale Map

Legend

- Area Exit
- Cave/Dungeon
- Fade Rift
- Keep
- Merchant
- Settlement
- Logging Stand
- Quarry

Inquisition Camps

- North Gate Camp
- Three Trout Farm Camp

Note

This map changes once you drain the floodwaters from the dam. Doing that grants access to a pair of new regions: Old Crestwood and the Flats.

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Crestwood

Collections

LEGEND

Astrariums
- Constellation: Tenebrium
- Constellation: Kios
- Constellation: Silentir

Bottles of Thedas

High Dragon
- Northern Hunter

Landmarks/Points of Interest
1. Lawspeaker's Assembly
2. Ferelden Wyvern Statues
3. Wyvern's Watch
4. The Gallows of Caer Bronach
5. The Pit in the Pond
6. Guide of Falon'Din
7. Mayor's Old Home
8. Fisherman's Hut
9. Hidden Cave*
10. The Memorial

Mosaic Pieces

Glyphs

Solas Artifacts

Note

The Hidden Cave landmark is important to find: It holds loot, some refugees, and a mosaic piece for the Freed Are Slaves collection.

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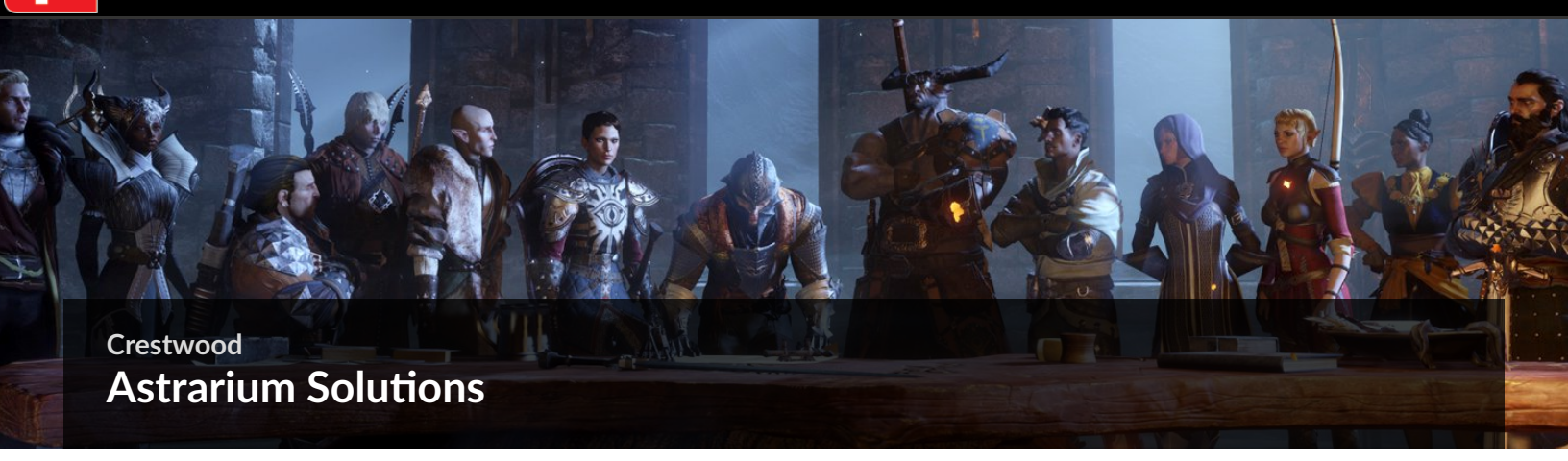
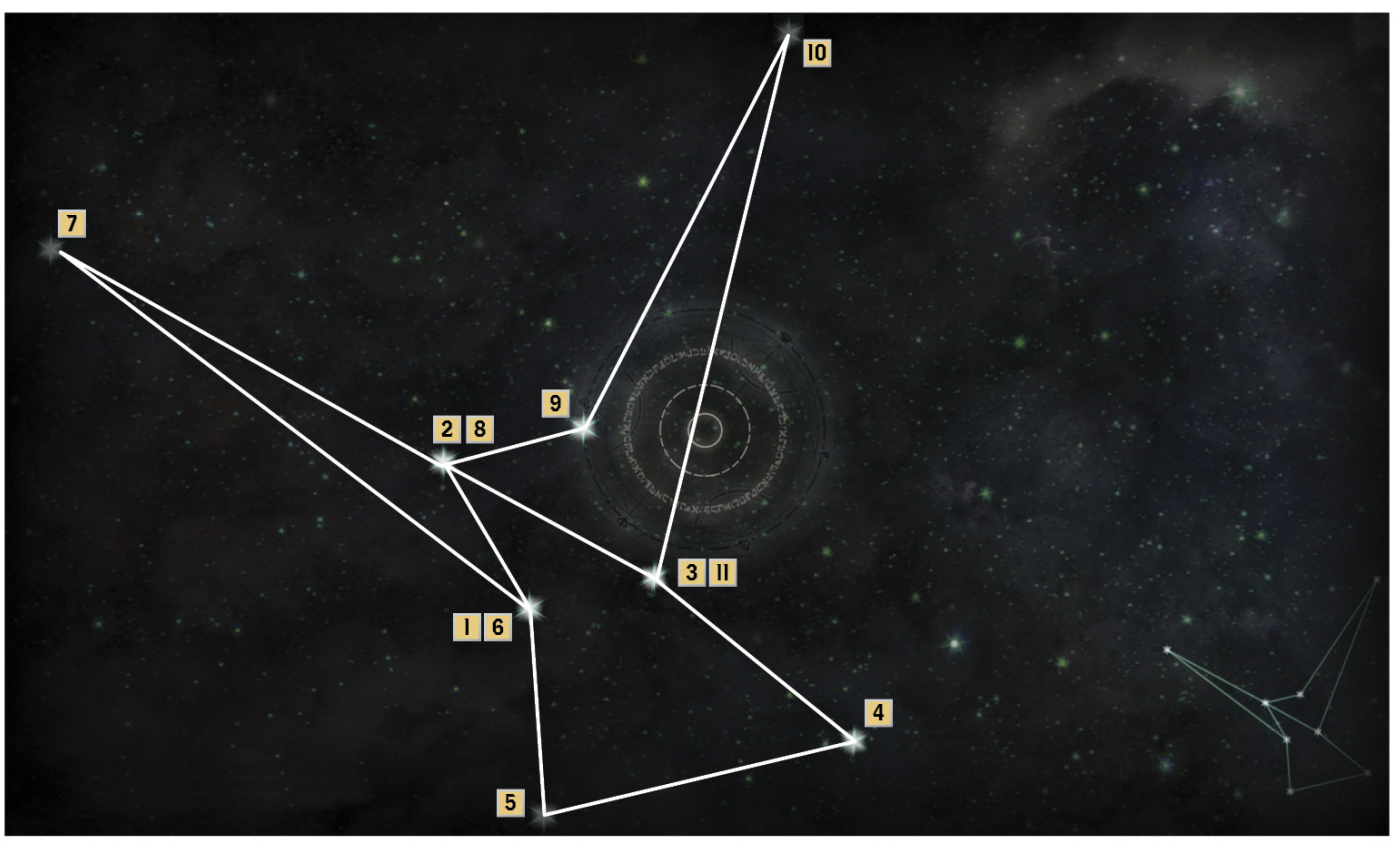


Crestwood

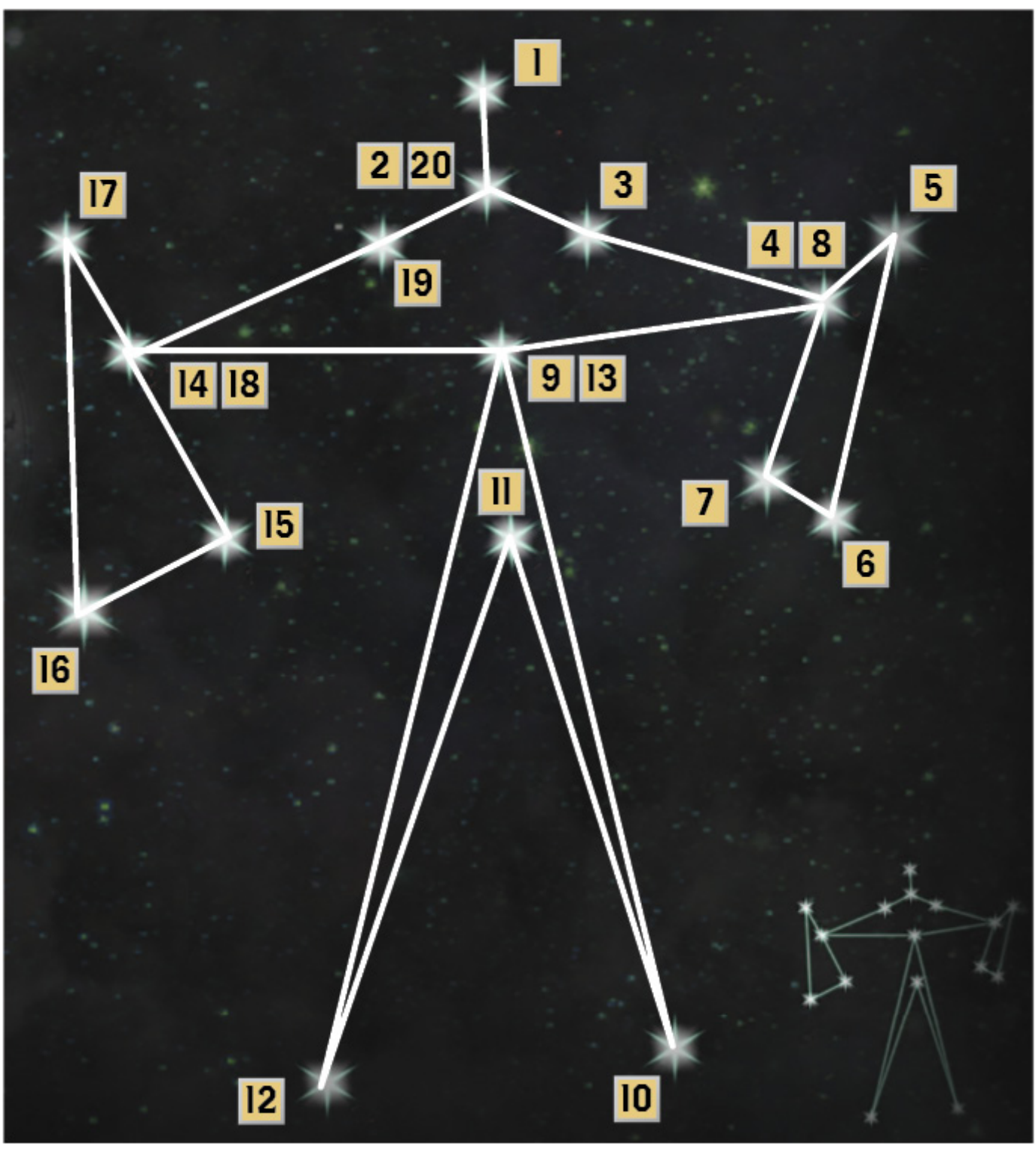
Astrarium Solutions

Astrarium: Tenebrium



Astrarium: Kios

Astrarium: Silentir



Astrarium Vault

You may have ridden through Dead Man's Pass without even seeing this astrarium vault's door. After solving all three astrarium puzzles, return to the pass to enter the vault and claim your riches.

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Crestwood

Fade Rifts

Stronger demons are beginning to spill forth from the rifts: Greater terrors can be seen on occasion, while despair and rage demons are starting to become common threats. Bringing two mages in the party in order to use Dispel on the demons before they fully manifest can help your party manage things.

Fade Rift Details

Quest	Rifts	Total Power
Quest	**Rifts**	**Total Power**
Rift near the North Gate	1	2
Rifts at the Farm	2	4
Rift at Caer Bronach	1	2

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Crestwood
Merchants

New Crestwood Merchant

Item	Cost
Weapons (Highlights)	
The Dueling Blade	941
Firm Tevinter Mace	409
Seeker Shield	211
Upgrades (Highlights)	
Masterwork Spiked Pommel	211
Balanced Two-Handed Grip	211
Crafting Materials	
Blank Runestone	71
Rashvine	42
Embrium	42
Deep Mushroom	42
Deathroot	42

Caer Bronach Merchant

Item	Cost
Item	**Cost**
Weapons (Highlights)	
Thunderstrike	8572
Silkdart	472
Accessories (Highlights)	
Enchanted Amulet of Willpower	801
Enchanted Amulet of Strength	801
Enchanted Amulet of Magic	801
Enchanted Amulet of Dexterirty	801
Enchanted Amulet of Cunning	801
Enchanted Amulet of Constitution	801
Crafting Materials	
Blank Runestone	71
Spindleweed	20
Elfroot	20
Blood Lotus	20
Weapon Schematics	
Master Demon-Slaying Rune	1844

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Crestwood

Requisitions

Requisition Quests	
Requisition	**Materials**
Caravan Requisition in Crestwood	5 Plaideweave, 10 Iron
Iron Survey in Crestwood	20 Iron, 10 Obsidian

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Jana

Affiliated Quest: None

Inquisition Perk: The Eager Recruit (Secrets)

After encountering the Grey Wardens on the road outside the North Gate camp, enter the nearby house to speak with Jana—she's excited the Grey Wardens saved her from the undead and wants to become a Warden herself. Convince her not to join the Grey Wardens. If Solas is in your group he can convince her to join the Inquisition instead.

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The Western Approach

Introduction

The desolate badlandsknown as the Western Approach are as massive as they are barren. Bordered to the west by steppes and crawling with monsters, the Approach is a place most avoid and from which few explorers return. The Grey Warden fortress Adamant sits on the edge of a great chasm on the Approach's southern reaches, one of the few remaining signs that the greatest battles of the Second Blight were fought here.

Locale Summary

Scouting Cost: 8 Power

The camp you arrive in at the Western Approach is somewhat misleading as to the size of this locale. A number of quests and one of the two dungeons in this locale are all in relatively close proximity. However, as you strike out to the west, the vastness of this desert soon becomes apparent. Extremely hostile creatures, including the Abyssal High Dragon, stalk these sands, and clouds of sulfur divide the western expanse. In addition to a keep to repossess from the Venatori, there's a lot of work to do in the Western Approach, and a lot of ground to cover while doing so.

Crafting Materials

Common Materials:

- Elfroot
- Spindleweed
- Blood Lotus
- Deathroot
- Deep Mushroom
- Serpentstone
- Paragon's Luster

Rare Materials:

- Dragonthorn
- Witherstalk
- Ghoul's Beard
- Lazurite
- Everite

Unique Materials:

- None

Collections

- Astrariums: 3
- Bottles of Thedas: 3
- High Dragons: 1
- Landmarks: 6
- Mosaic Pieces: 14
- Glyphs: 4
- Shards: 14
- Treasure Maps: 0
- Logging Stands: 2
- Quarries: 3

Inquisition Personnel

Agents

- Frederic

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The Western Approach

Locale Map

Legend

- Area Exit
- Cave/Dungeon
- Fade Rift
- Keep
- Merchant
- Logging Stand
- Quarry

Inquisition Camps

- Lost Spring Canyon Camp
- Craggy Ridge Camp
- Nazaire's Pass Camp
- Echo Back Canyon Camp

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The Western Approach

Collections

Legend

Astrariums
- Constellation: Toth
- Constellation: Fenrir
- Constellation: Satinalis

Bottles

High Dragon
- Abyssal High Dragon

Landmarks/Points of Interest
1. Griffon Wing Monument
2. Gates of Andoral
3. Gates of Toth
4. Zhores Tower
5. The Surveyor
6. Lamarr Tower
7. Shortcut
8. Shimmer Stone Mine
9. Ritual Tower
10. Lost Idol*
11. Hidden Stairway*
12. Tesoro Tower
13. The Old Well
14. Echoback Fort
15. The Last Step
16. The Thing in the Dark*

*An Archdemon mosaic piece is near this landmark.

Mosaic Pieces

Oculara and Shards

Ocularum 1: Giant's Staircase
- Ocularum +3 Shards

Ocularum 2: Dustytop Fort
- Ocularum +3 Shards

Ocularum 3: The Canyons
- Ocularum +3 Shards

Ocularum 4: Echoback Canyon
- Ocularum +3 Shards

Ocularum 5: Old Prison Road
- Ocularum +2 Shards

Glyphs

Solas Artifacts

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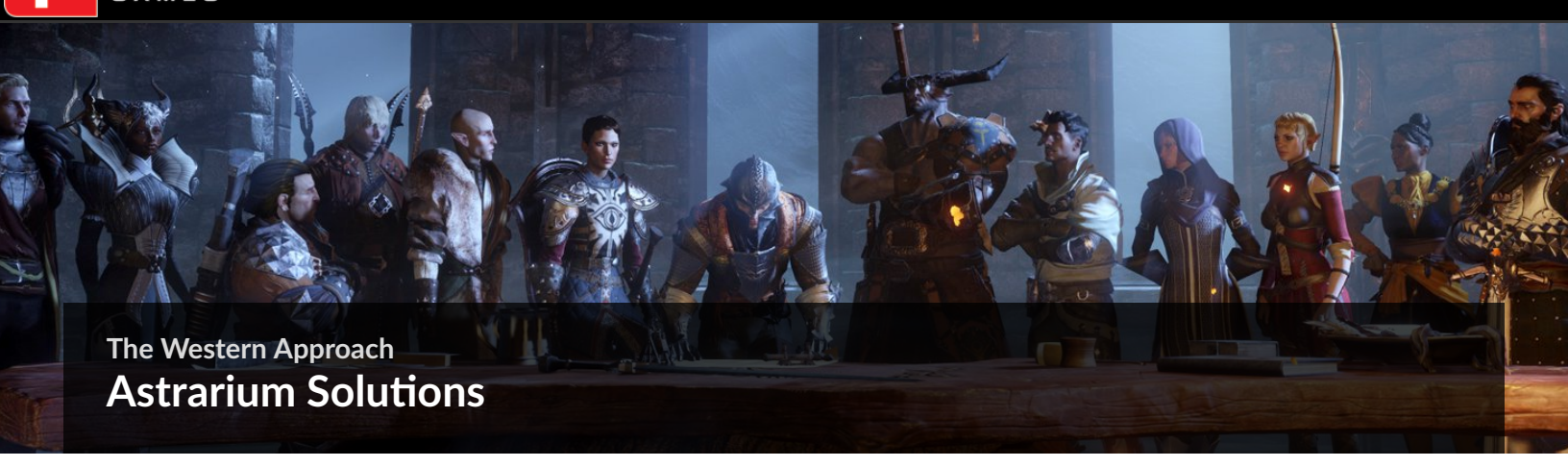
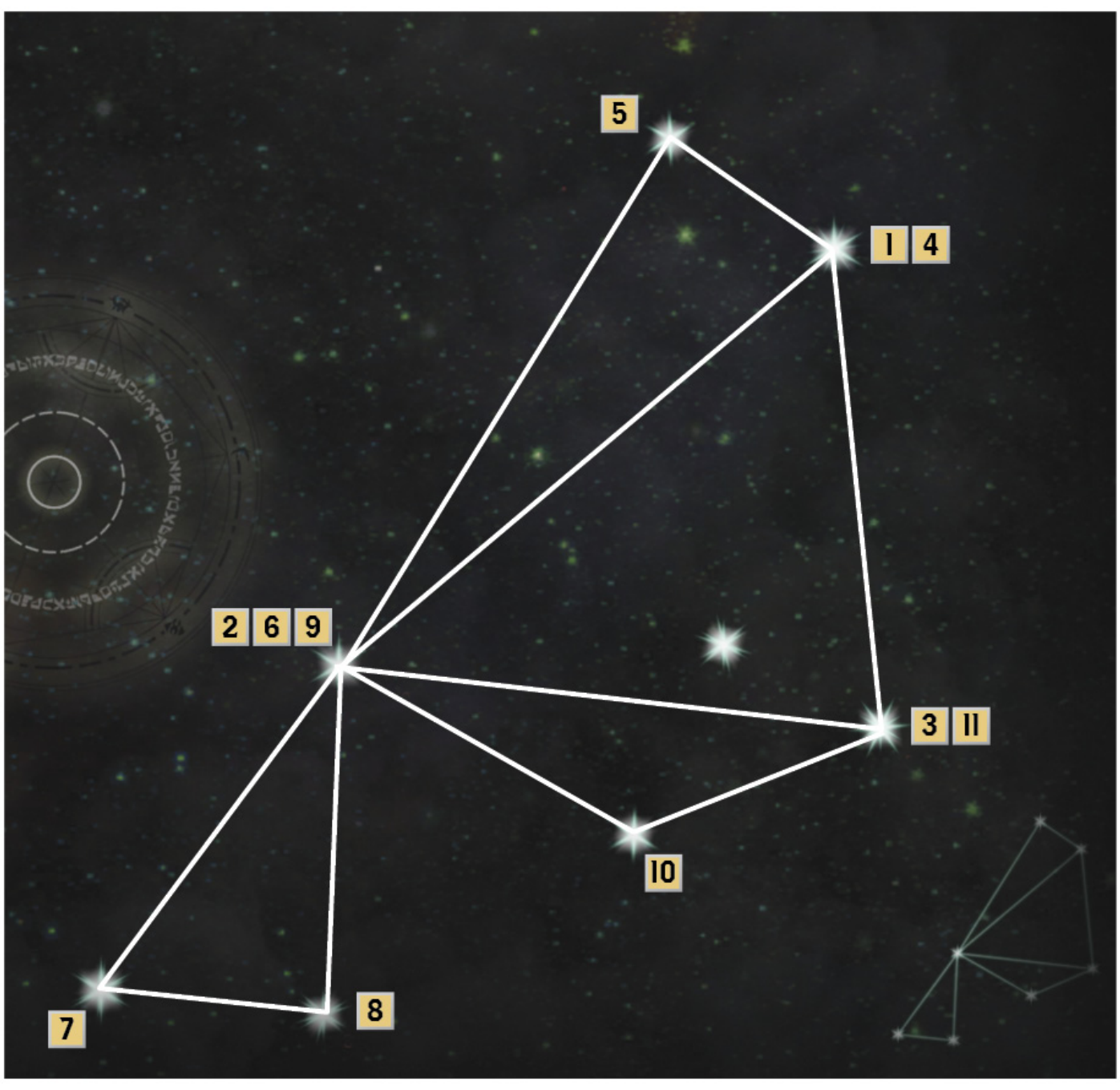


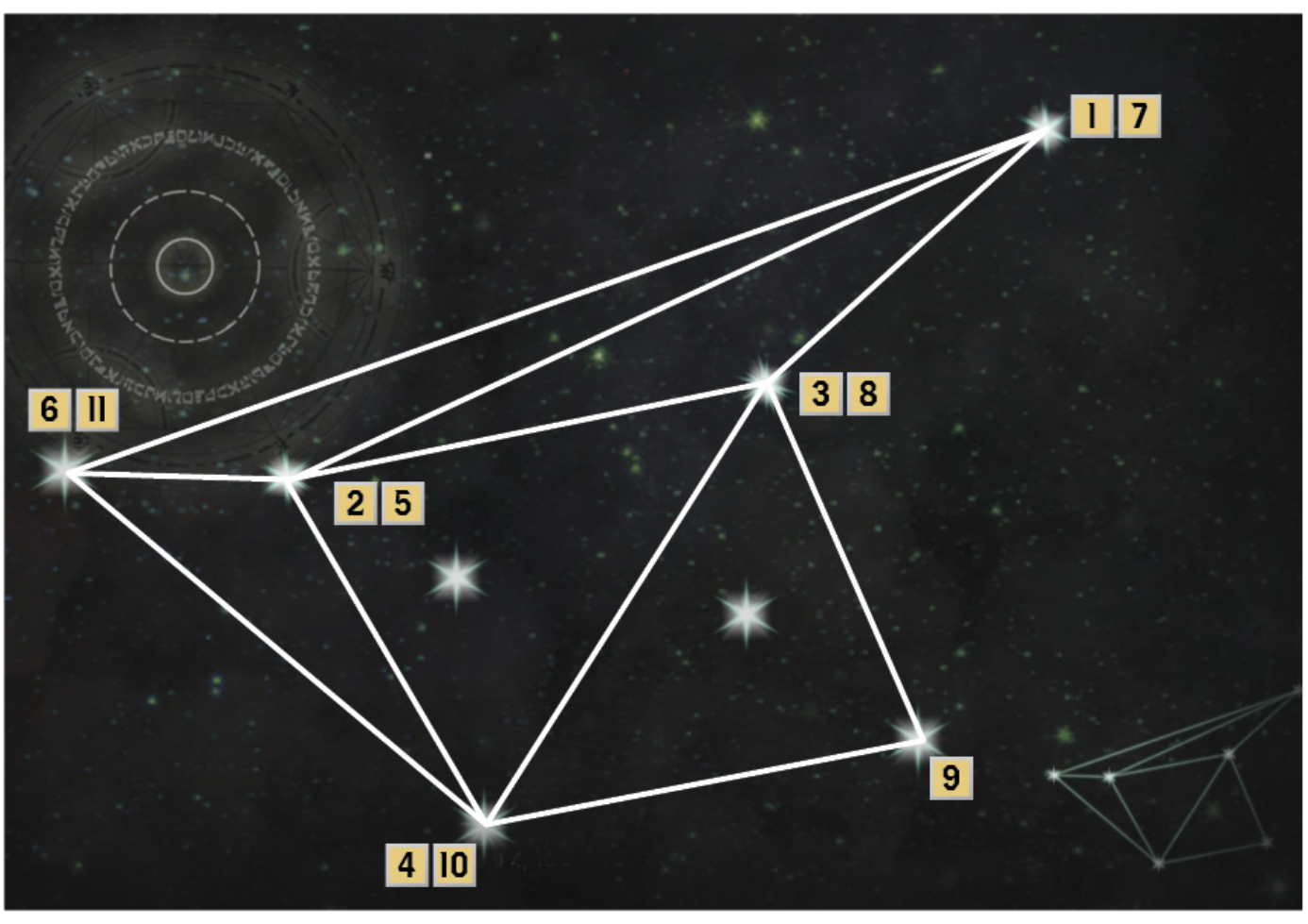
The Western Approach

Astrarium Solutions

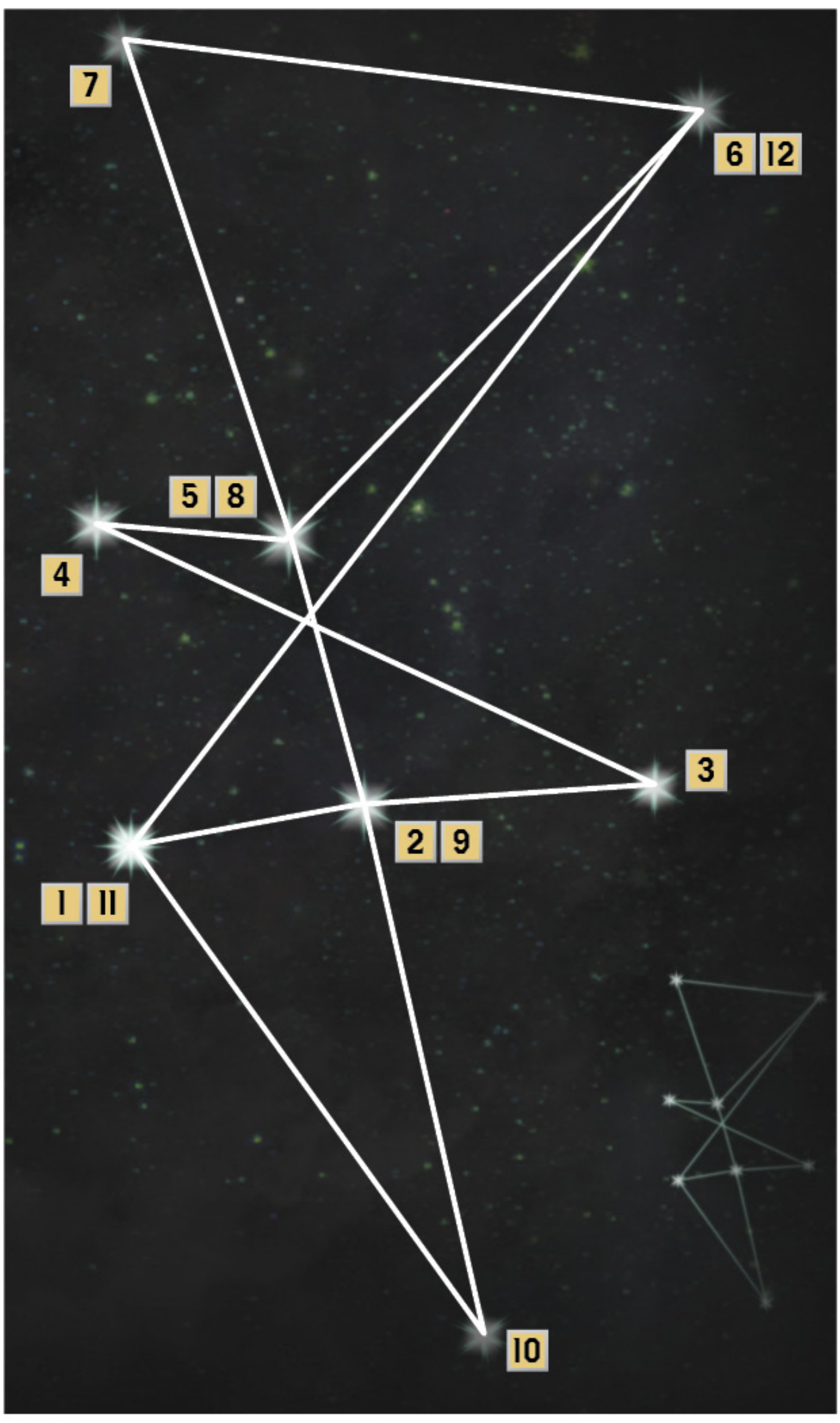
Astrarium: Toth



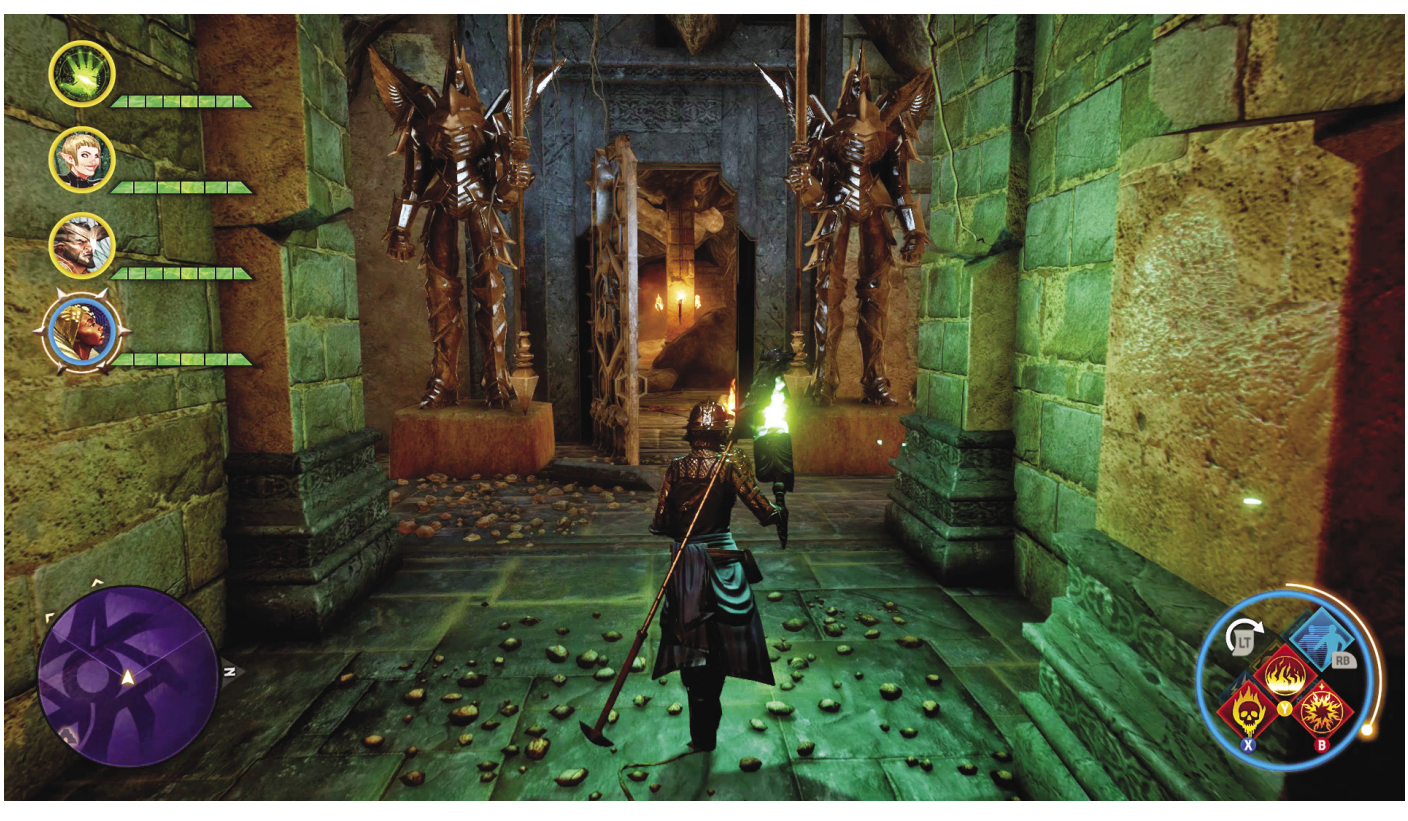
Astrarium: Fenrir



Astrarium: Satinalis



Astrarium Vault



The astrarium cave in the Western Approach is near a camp at Blight Overlook. Among the riches recovered from this vault is an Archdemon mosaic piece. Don't miss out on using a veilfire torch to uncover the master fire rune schematic at the back of the treasure chamber!

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The Western Approach

Fade Rifts

Tougher and tougher still. Despair demons are becoming an unfortunate regular occurrence from these rifts, particularly in Echoback Canyon. Greater terrors are also starting to slip through the rifts, so be ready to focus everyone in the party on them to get them out of the fight before they take someone down.

Fade Rift Details

Quest	Rifts	Total Power
Rifts in Sand and Dust	2	4
Rifts in the Canyons	2	4
Rifts in Echoback	2	4
Rifts off the Pass*	2	4

Note

*A wine bottle, Vintage: Warden Jairn, can be found in Dustytop Fort, near one of the rifts.

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Merchants

Griffon Wing Keep Merchant

Item	Cost
Item	**Cost**
Weapons (Highlights)	
Lifetaker Staff	1371
Witch Fire Staff	703
Balanced Sniper Bow	456
Seeker Shield	211
Accessories (Highlights)	
Enhanced Tonics Belt	801
Enhanced Stamina Amulet	801
Enhanced Potions Belt	801
Enhanced Guard Belt	801
Enhanced Grenades Belt	801
Enhanced Belt of Focus	801
Enhanced Lifeward Amulet	226
Upgrades (Highlights)	
Superior Enchanter Staff Blade	211
Masterwork Spiked Pommel	211
Balanced Two-Handed Grip	211
Crafting Material	
Blank Runestone	71

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The Western Approach

Requisitions

Requisition Quests	
Requisition	**Materials**
Code Requisition in the Approach	5 Message Fragments, 1 Venatori Cipher
Luster Survey in the Approach	20 Paragon's Luster, 10 Lazurite

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Agents

Frederic

Affiliated Quest: The Abyssal High Dragon

Inquisition Perk: Frederic of Serault (Secrets)

Frederic's unique skills as an Orlesian draconologist come to the Inquisition only after a lengthy series of quests, culminating in the slaying of the Abyssal High Dragon. Afterward, he offers to join the Inquisition as a dragon expert. All you need to do is accept.

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The Exalted Plains

Introduction

The Exalted Plainsare steeped in conflict. Centuries ago, the elves of the Dales made their last stand here. More recently, the plains played host to some of the most heated conflicts of the Orlesian Civil War. Somehow, despite ages of unrest, the lands the elves call “Dirthavaren” retain a fragile beauty.

Locale Summary

Scouting Cost: 8 Power

A juxtaposition of civil war and ancient history, the Exalted Plains do not need to be visited as part of the Inquisition’s journey to put an end to Corypheus, but the rewards for coming to this place are worth a visit or three. There is much to learn about the state of Orlais while traveling across these plains, and much in the way of resources to help prepare the Inquisition for the near future. The Exalted Plains are massive, in some places seemingly peaceful, but with devastation and demonic presence in others.

Of special note is an ancient underground temple, in the bog to the east of the front lines. Reaching it requires some extra work, but if the Inquisitor can solve the mystery of that ruin, something of worth may await.

Crafting Materials

Common Materials:

- Dragonthorn
- Witherstalk
- Ghoul’s Beard
- Lazurite
- Everite

Rare Materials:

- Royal Elfroot
- Black Lotus
- Rashvine Nettle
- Obsidian

Unique Materials:

- None

Collections

- Astrariums: 0
- Bottles of Thedas: 4
- High Dragons: 1
- Landmarks: 17
- Mosaic Pieces: 7
- Glyphs: 0
- Shards: 16
- Treasure Maps: 3
- Logging Stands: 2
- Quarries: 1

Inquisition Personnel

Agents

- Loranil

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The Exalted Plains

Locale Map

LEGEND

- Area Exit
- Cave/Dungeon
- Fade Rift
- Logging Stand
- Quarry
- Merchant
- Locked Door

Inquisition Camps

- Path of Flame Camp
- Riverwatch Camp
- Fens Camp

*A burning home in this region contains a bottle of Thedas called Vintage: Warden Tontiv.

**Near Ville Montevelan's well is a destroyed house containing a bottle of Thedas called Vintage: Warden Korenic.

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The Exalted Plains

Collections

Legend

Bottles of Thedas

High Dragon

Gamordan Stormrider

Landmarks/Points of Interest

1. Guardians of the Path x 2
2. The Path of Flame
3. Var Bellanaris
4. Ruined Arches
5. Demetrius's End
6. Lindiranae's Fall
7. Andruil's Messenger
8. Fort Revasan
9. The Dead Hand**
10. Broken Dog
11. Offering to the Dread Wolf
12. Riverside Garrison
13. Triumph of the Light
14. Ville Montevelan
15. Pont Agur*
16. The Raven
17. Citadelle du Corbeau

*When you first encounter Pont Agur, the bridge is out. You need to claim a spot next to the gap in the bridge to set up a war table operation to repair it. You cannot complete For the Empire until that bridge is repaired.

**The Dead Hand landmark is a statue shaped like a hand, and in the palm is a mosaic piece for the Invasion set.

Mosaic Pieces

Oculara and Shards

Ocularum I: Halin'Sulahn*

Ocularum +6 Shards

*Ocularum is near the Ruined Arches landmark.

Ocularum 2: Eastern Ramparts

Ocularum +5 Shards

Ocularum 3: Riel

Ocularum +5 Shards

Glyphs

Song Lyrics

Treasure Maps

Sketch of Enavuris River

Map of Halin'Sulahn

Map of Enavuris

Solas Artifacts

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The Exalted Plains

Fade Rifts

Whatever lies beyond the Veil is apparently starting to take you seriously now. Arcane horrors and revenants have a chance to appear from Fade rifts all throughout the Exalted Plains. Revenants in particular should be a major cause for concern; their powerful sword strikes can down even the most heavily armored equal-level party member in short order. If you haven't been casting Dispel before the rifts summon follow-up waves of demons after the first, you should get into that habit now!

Fade Rift Details

Quest	Rifts	Total Power
Rifts in the Old Plains	4	8
Rifts on the Battlefield*	4	8
Rifts in the Fen	3	6

*One of the rifts on the battlefield is part of a side quest called No Word Back.

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The Exalted Plains

Merchants

Dalish Camp

Item	Cost
Weapons (Highlights)	
Lifetaker Staff	1371
Witch Fire Staff	703
Armor (Highlights)	
Robes of the High Keeper	14212
Upgrades (Highlights)	
Superior Enchanter Staff Blade	211
Crafting Materials	
Blank Runestone	71
Quillback Leather	42
Phoenix Scales	42
Ram Leather	20
Weapon Schematics	
Witch Staff	533
Templar Shield	444
Dwarven Shield	444
Masterwork Jeweled Greatsword Grip	182
Ornate Staff Blade	89
Dwarven Longsword Grip	89
Dual-Crescent Greatsword Grip	89
Dense Longbow Grip	89
Chalice Dagger Grip	89
Adorned Staff Grip	89
Armor Schematics	
Warden Warrior Armor	985
Warden Battlemage Armor	985
Sturdy Hunter Armor	444
Sturdy Enchanter Armor	444
Vanguard Armor	378
Sturdy Vanguard Armor	378
Hunter Armor	378
Enchanter Armor	378
Superior Warden Helmet	182
Superior Adventurer Hat	182
Vanguard Armor Arms	89
Hunter Armor Legs	89
Hunter Armor Arms	89
Enchanter Armor Legs	89
Enchanter Armor Arms	89
Vanguard Armor Legs	9

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The Exalted Plains

Requisitions

Requisition Quests	
Requisition	**Materials**
Armor Requisition on the Plains	4 Malachite, 20 Veridium

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Agents

Loranil

Affiliated Quest: By the Grace of the Dalish

Inquisition Perk: Loranil (Forces)

To be able to recruit Loranil, you must first earn favor with Keeper Hawen at the Dalish Camp. Do this by completing requests of all the Dalish in the camp, and Hawen will admit that he sees your cause in a good enough light that he will allow one of his people to leave the camp. He reduces Cullen's operation times by 5 percent.

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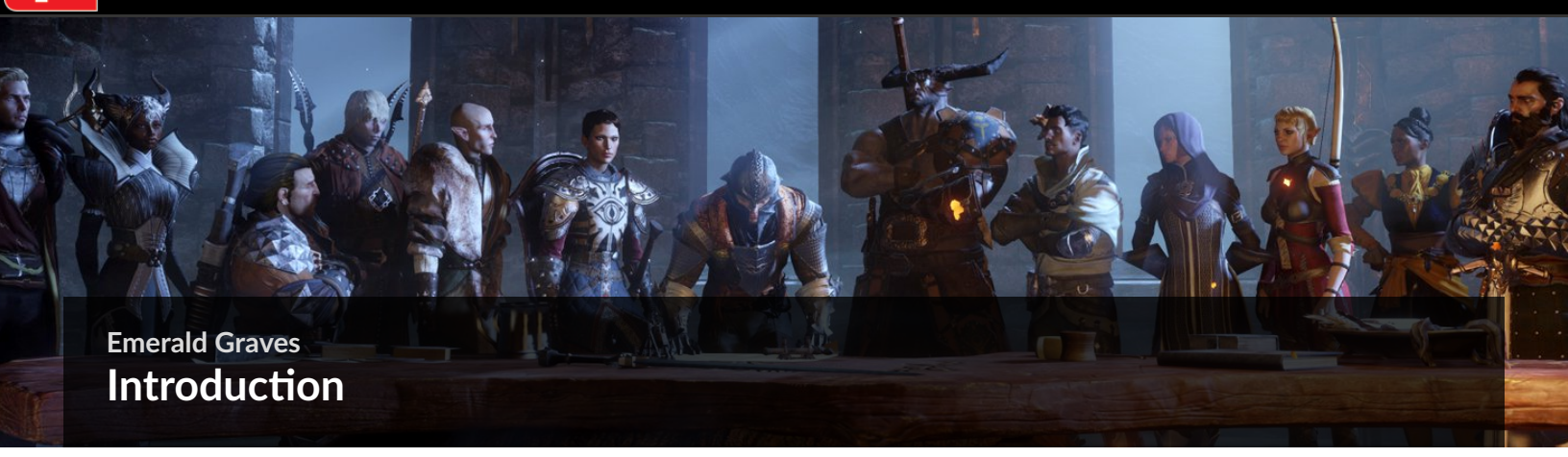

Emerald Graves

Introduction

This forest in the Dales, once known as the Emerald March, is now the Emerald Graves. A tree grows here for every elven knight who died in the Dales while protecting the region from the humans during their Exalted March on the Dales.

Locale Summary

Scouting Cost: 8 Power

The Freemen that are terrorizing this region are stronger and better equipped than their counterparts in the Exalted Plains. They have to be, being the muscle behind red lyrium shipments passing through the region. The local wildlife is also a bit nastier, with great bears the size of horse-drawn carts, horse included, stalking through the trees. Far to the north, giants have apparently made their home near elven ruins, while a group of lyrium smugglers attempts to clear them out. The verdant beauty of the Emerald Graves looks inviting, but the denizens are very dangerous.

Crafting Materials

Common Materials:

- Elfroot
- Spindleweed
- Blood Lotus
- Deep Mushroom
- Rashvine
- Embrium
- Arbor Blessing
- Iron
- Bloodstone
- Pyrophite

Rare Materials:

- Royal Elfroot
- Black Lotus
- Prophet's Laurel
- Rashvine Nettle
- Felandris
- Obsidian
- Everite
- Stormheart
- Dawnstone

Unique Materials: None

Collections

- Astrariums: 3
- Bottles of Thedas: 4
- High Dragons: 1
- Landmarks: 22
- Mosaic Pieces: 5
- Glyphs: 1
- Shards: 13
- Treasure Maps: 6 (Four are found inside Chateau d'Onterre.)
- Logging Stands: 1
- Quarries: 2

Inquisition Personnel

Agents

- Fairbanks

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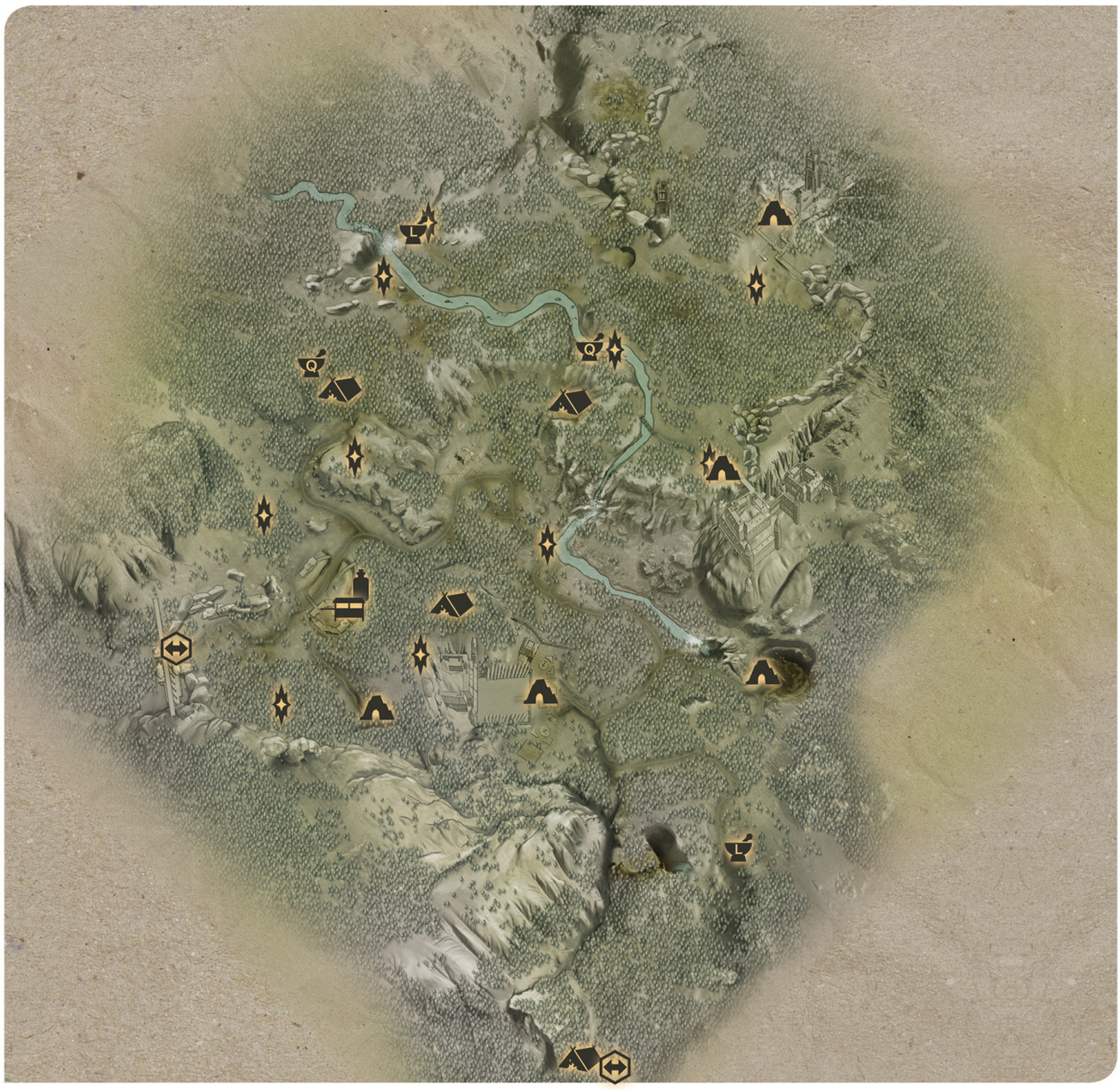
Emerald Graves

Locale Map



Legend

- Area Exit
- Cave/Dungeon
- Fade Rift
- Merchant
- Logging Stand
- Quarry

Inquisition Camps

- Hill Camp
- Briathos' Steps Camp
- Gracevine Camp
- Direstone Camp

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Emerald Graves

Collections

Legend

Astrariums
- Constellation: Solium
- Constellation: Equinor
- Constellation: Eluvia

Bottles of Thedas

High Dragons
- The Greater Mistral

Landmarks/Points of Interest
1. Knight's Guardian
2. Andraste's Light
3. Wolf Falls
4. The Watcher
5. The Betrayer
6. Andraste's Mercy
7. Silver Falls*
8. The Lion's Pavilion
9. Andraste's Promise
10. The Guide
11. Andraste's Strength
12. Whiteshadow
13. Ralaferin's Tree
14. Calmar's Tree
15. Elnora's Tree
16. Lindiranae's Tree
17. Briathos' Tree
18. Vaharel's Tree
19. Mathalin's Tree
20. Tanaleth's Tree
21. Sulan's Tree
22. The Twisted Tree

*A bottle of Thedas, Sun Blonde Vint-1, is near the Silver Falls.

Mosaic Pieces

Oculara and Shards

Oculara I: Great Bear Cove
- Oculara +7 Shards

Oculara 2: Gracevine
- Oculara +6 Shards

Glyphs

Solas Artifacts

Treasure Maps
- Map of Watcher's Pass
- Map of Elgar'nan's Bastion

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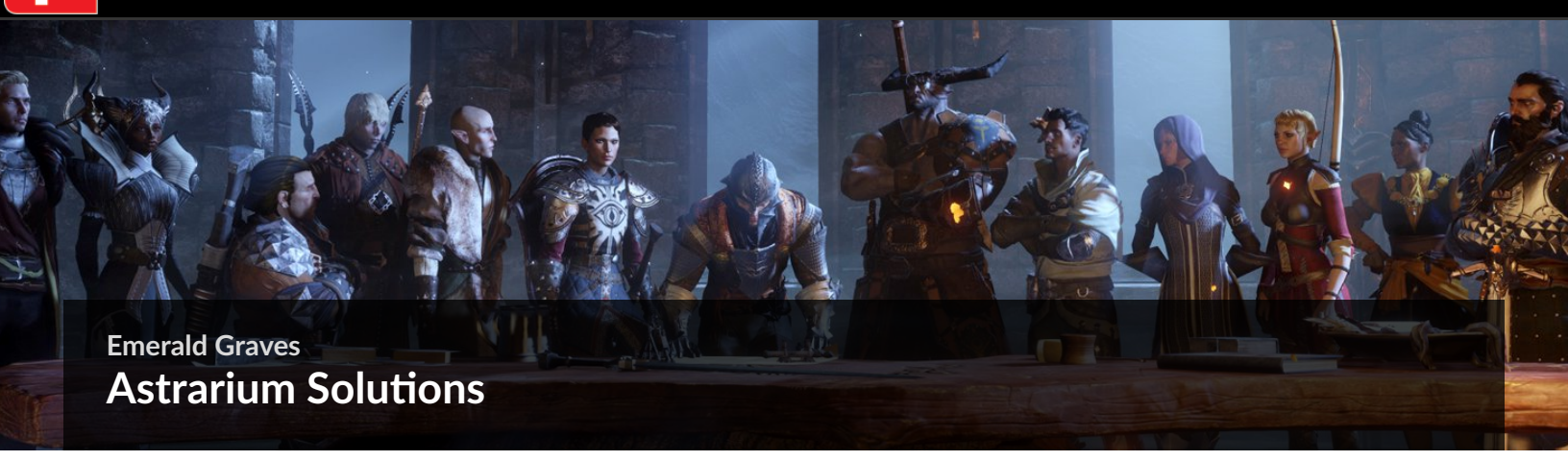
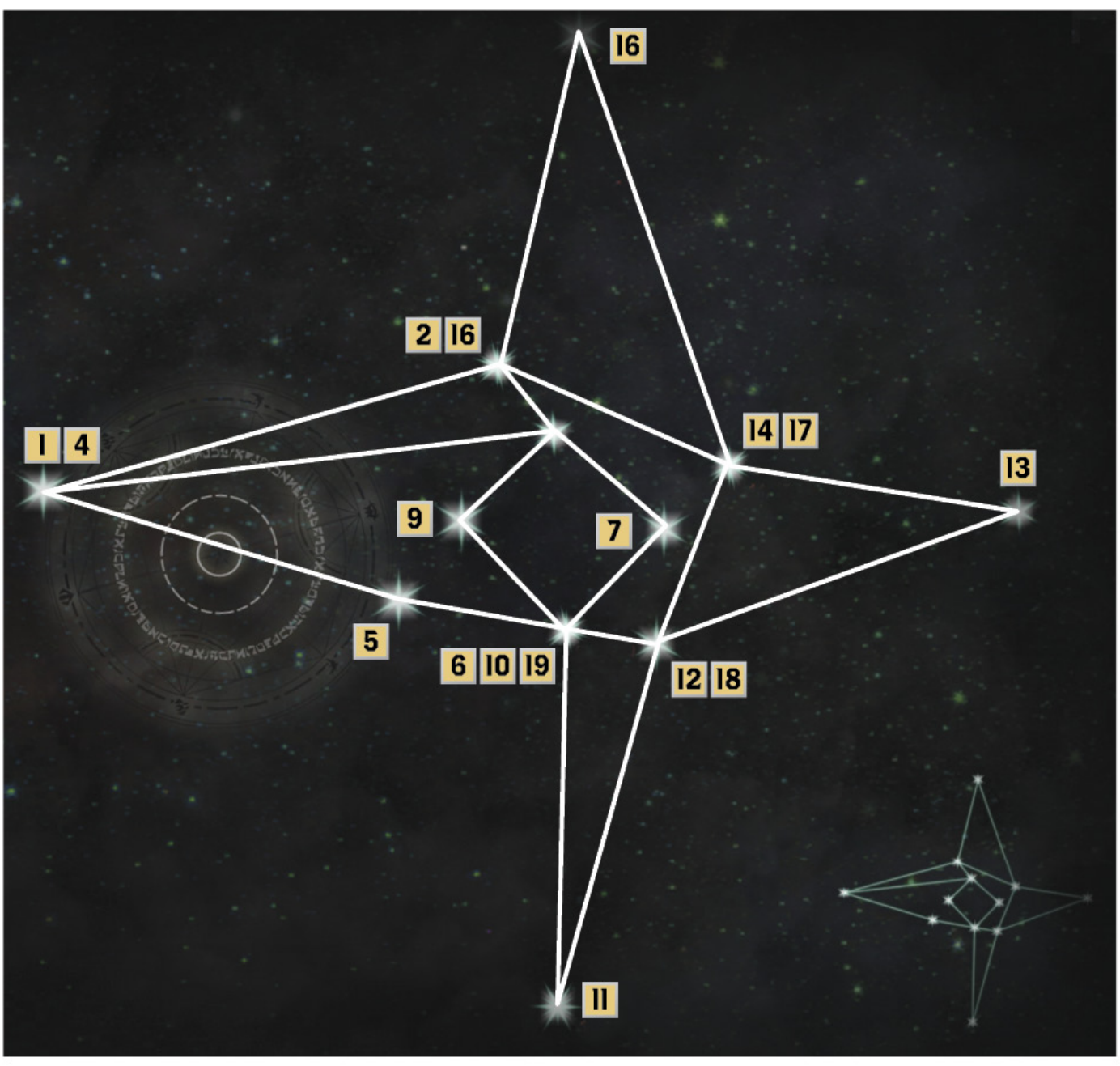


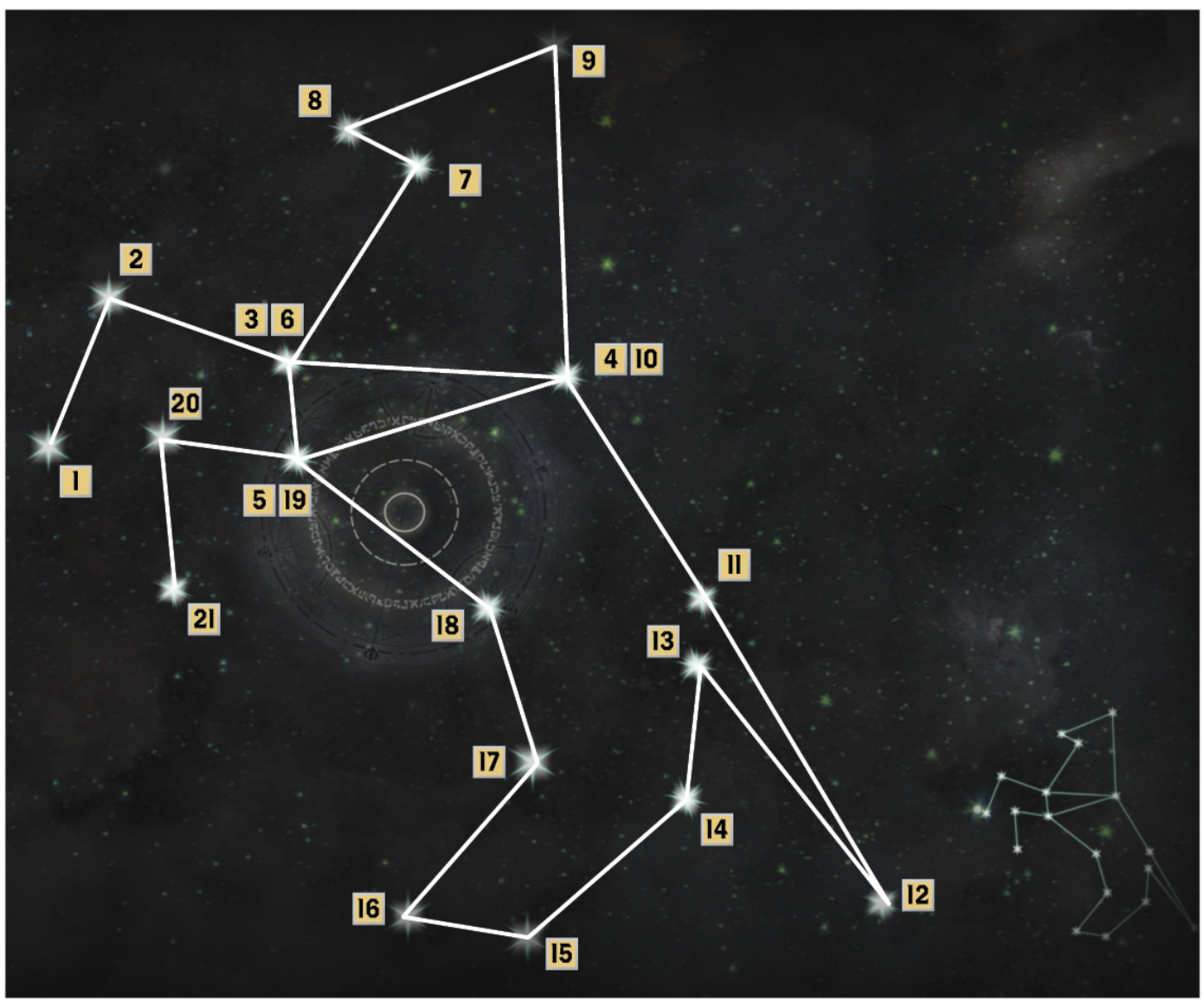
Emerald Graves

Astrarium Solutions

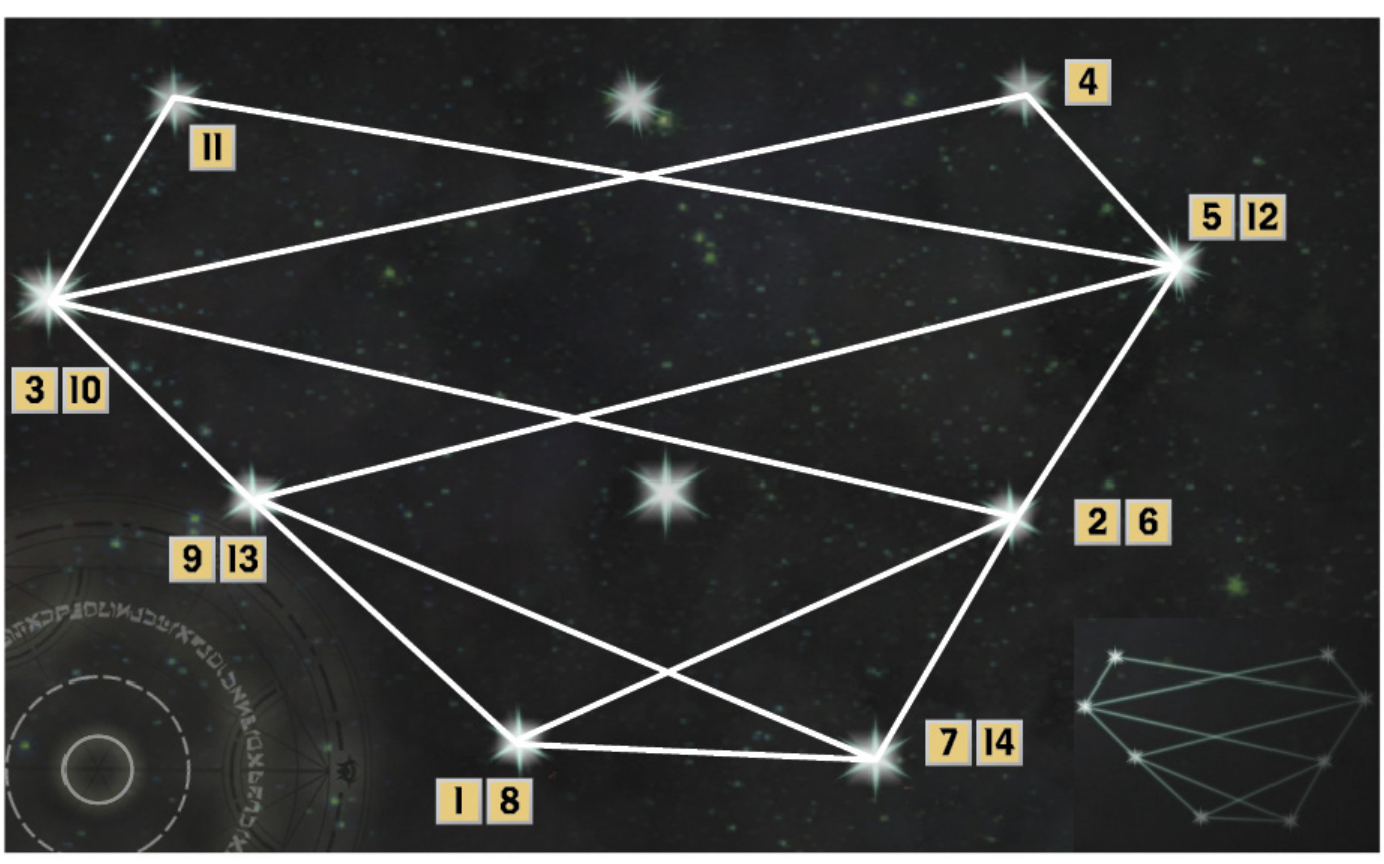
Astrarium: Solium



Astrarium: Equinor



Astrarium: Eluvia



Astrarium Vault

Hidden in a ravine found between Briathos' Steps and the Harrow, this astrarium vault appears to have been warded at some point by cold magic, as parts of the storage here are encased by stalagmites made of ice.

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Emerald Graves

Fade Rifts

Rage demons, despair demons, and greater terrors are all far more common in the Emerald Graves, particularly as you travel farther north to deal with the rifts there. For parties struggling to deal with follow-up waves of demons after the first, it might be a good idea to take two mages so they can cast Dispel to eliminate more demons before they fully manifest.

Fade Rift Details

Quest	Rifts	Total Power
Rifts at the Cove	2	4
Rifts at the Pavilion	4	8
Rifts at the Reach	2	4
Rifts near the Sighs	3	6

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Emerald Graves

Merchants

Argon's Lodge Merchant	
Item	**Cost**
Weapons (Highlights)	
Balanced Sniper Bow	456
Upgrades	
Masterwork Bound Dagger Grip	211
Crafting Materials	
Essence Containment Apparatus	20
Blank Runestone	71
Pyrophite	42
Paragon's Luster	42
Obsidian	42

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Emerald Graves

Requisitions

Requisition Quests	
Requisition	**Materials**
Lure Requisition in the Graves	10 Deep Mushrooms, 3 Ring Velvet
Obsidian Survey in the Graves	5 Obsidian, 10 Bloodstones
Remedy Requisition in the Graves	10 Rashvine, 5 Nugskins

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Fairbanks

Affiliated Quest: Victims of War

Inquisition Perk: Fairbanks (Connections)

After an extensive series of quests, you have the ability to decide where the man who calls himself Fairbanks ends up: as an agent for the Inquisition or a noble for Orlais, trying to do right for the Dales.

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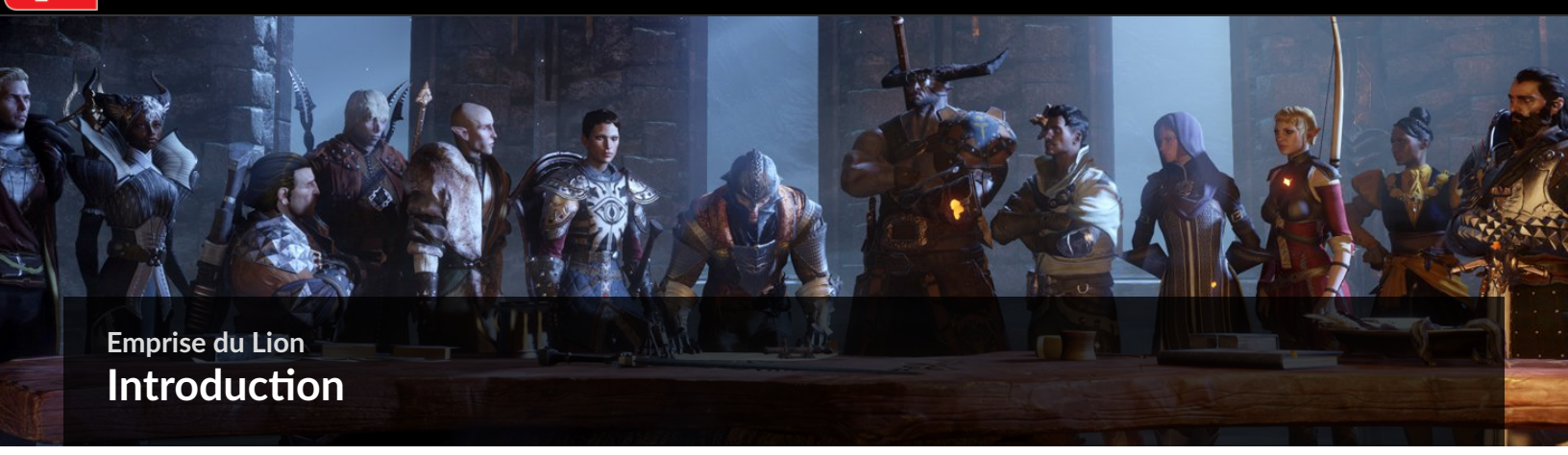

Emprise du Lion

Introduction

An unexpected cold snaphas frozen the Elfsblood River in Emprise du Lion, which has paralyzed the village of Sahrnia and made it nearly impossible for vital supplies to make it to the inhabitants. Demons have been flooding into the region in distressingly high numbers, some of the strongest the Inquisition has yet to face. Corypheus's forces have taken control of a vital fortress and a lyrium mine of great importance to his cause. As if that weren't enough, it appears that three high dragons have made their home in the ruins in the east.

Locale Summary

Scouting Cost: 25 Power

Emprise du Lion's primary threat involves the staggering red lyrium production being handled by Corypheus's forces. Be they red templars or the mages you neglected from Redcliffe, expect some of the best men, women, and monsters they have at their disposal to try to stop your progress through the Lion.

Questing in Emprise du Lion can be divided into two very distinct groups: the fight to take control of Suledin Keep and everything else. A number of quests can be taken on and accomplished while you push toward the keep, while others have you stray from that path to take on objectives well away from the keep itself.

Crafting Materials

Common Materials:

- Elfroot
- Rashvine
- Arbor Blessing
- Bloodstone

Rare Materials:

- Black Lotus
- Rashvine Nettle
- Felandris

Unique Materials:

- None

Collections

- Astrariums: 0
- Bottles of Thedas: 2
- High Dragons: 3
- Landmarks: 11
- Mosaic Pieces: 1
- Glyphs: 2
- Shards: 13
- Treasure Maps: 0
- Logging Stands: 2
- Quarries: 0

Inquisition Personnel

Agents

- Michel de Chevin

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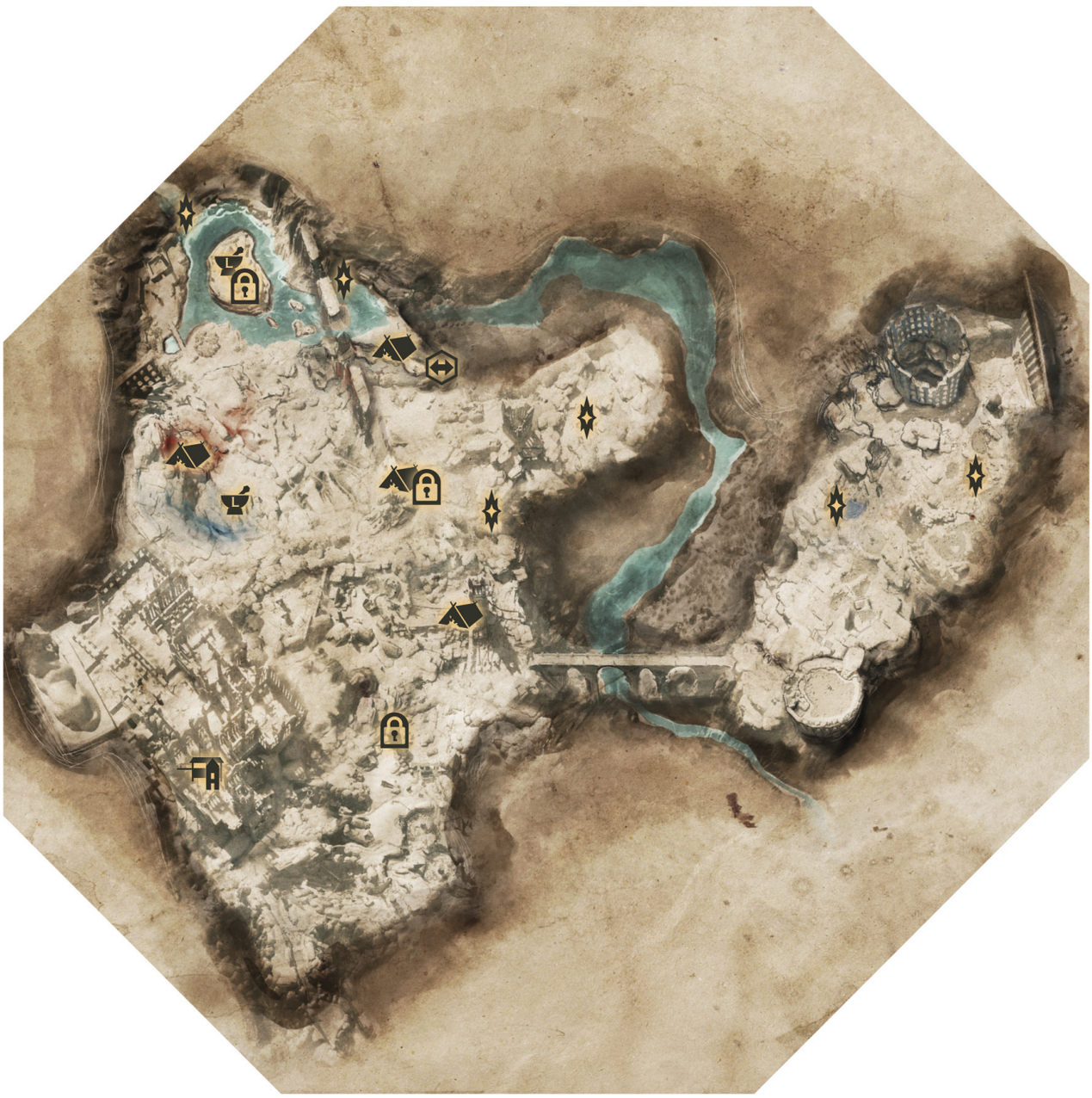
Emprise du Lion

Locale Map



Legend

- Area Exit
- Cave/Dungeon
- Fade Rift
- Keep
- Merchant
- Logging Stand

Inquisition Camps

- Sarhnia Camp
- Highgrove Camp
- Drakon's Camp
- Tower Camp

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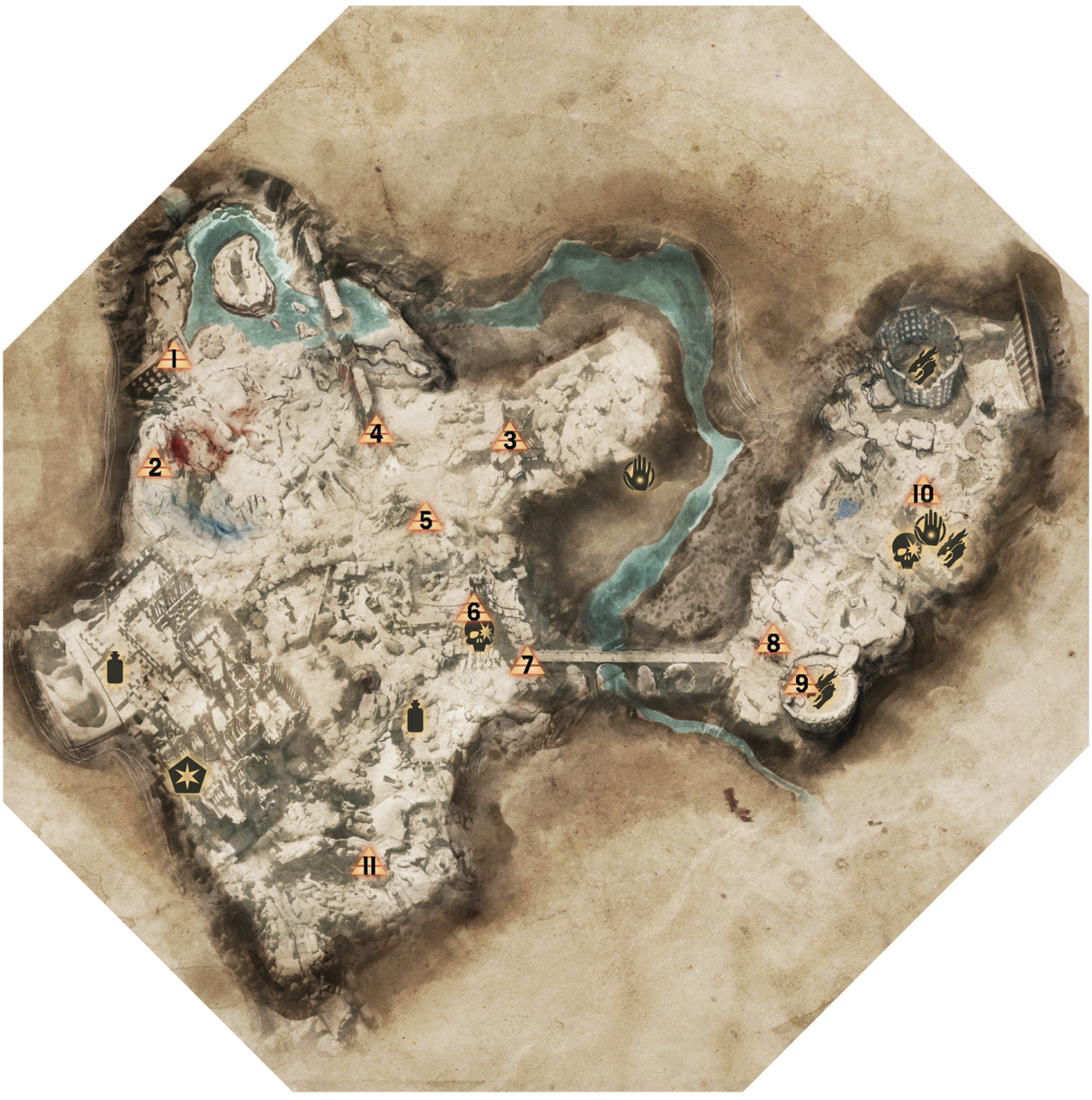
Emprise du Lion

Collections



Legend

Bottles of Thedas

High Dragons

- Hivernal
- Kaltenzahn
- Highland Ravager

Landmarks/Points of Interest

1. Crystal Cascade, Frozen
2. Dalish Wolf Carving
3. Valeska's Watch
4. Ruined Highway
5. Deep Roads Entrance
6. Tower of Bone
7. Judicael's Crossing
8. Hector in His Time of Dying
9. Pools of the Sun
10. Leontine's Steward
11. Sahrnia Quarry

Mosaic Pieces

Oculara and Shards

Ocularum I: Tower of Bone
Ocularum +6 Shards

Ocularum 2: Judicael's Ring
Ocularum +7 Shards

Glyphs

Solas Artifacts

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Emprise du Lion

Fade Rifts

Pride demons, which you have not seen with regularity, become more commonplace at Emprise du Lion. In some ways, some Fade rifts can deal out a tougher battle than some of the major setpiece fights you face on the way to claiming Suledin Keep.

Fade Rift Details

Quest	Rifts	Total Power
Rifts on Frozen Water	1	2
Rifts at Elfsblood Tower	1	2
Rifts at Drakon's Cleft	2	4
Rifts in the Spring	2	4

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Emprise du Lion

Merchants

Suledin Keep

Item	Cost
Item	**Cost**
Weapons (Highlights)	
Knight-Commander Longbow	7383
Bloodied Wings	5598
Purity's Light	5167
Emperor Guard Blade	4306
Pirate Captain Cutlass	3691
Upgrades (Highlights)	
Sten Sword Grip	738
Narrow Greatsword Grip	738
Masterwork Wrapped One-Handed Haft	738
Masterwork Engraved Two-Handed Haft	738
Masterwork Battlemage Staff Grip	738
Masterwork Battlemage Staff Blade	738
Crafting Materials	
Blank Runestone	71
Weapon Schematics	
Masterwork Skull Grip	2238
Superb Cleansing Rune	7294
Hossberg Twainer	6545
First Enchanter Staff	6545
Formation Shield	6078
Dual-Curved Blade	3273
Masterwork Ornate Two-Handed Haft	2238
Templar Longbow	1736
Inscribed Bearded Axe	1537
Thick Longbow Grip	934
Tevinter Longsword Grip	934
Split Staff Grip	934
Solid Longbow Grip	934
Masterwork Ornate Dagger Grip	934
Inscribed Two-Handed Haft	934
Inscribed Staff Grip	934
Dense Dual-Blade Grip	934
Decorative Two-Handed Haft	934
Curved Greatsword Grip	934
Butterfly Greatsword Grip	934
Blunt Staff Edge	934
Battlemage Staff Blade	934
Balanced Longsword Grip	934
Armor Schematics	
Superior Inquisitor Hat	182

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Emprise du Lion

Requisitions

Requisition Quests	
Requisition	**Materials**
Coat Requisition in the Emprise	5 Plush Fustian Velvet, 10 Snoufleur Skins
Shelter Requisition in the Emprise	1 Quarry Location, 1 Logging Stand
Bloodstone Survey in the Emprise	10 Bloodstones, 20 Dawnstones

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Michel de Chevin

Affiliated Quest: Call Me Imshael

Inquisition Perk: Michel de Chevin (Forces)

Speak to Michel outside the village to learn of Imshael. Defeat Imshael at Suledin Keep and then return to Michel, recruiting him as an agent of the Inquisition, serving under Cullen. If you encounter and defeat Imshael before speaking to Michel, he won't join the Inquisition.

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The Hissing Wastes

Introduction

The Hissing Wastes is a stretchof sandy desert north of the Western Approach, a lonely place where the wildlife is hungry and hostile. Among the hungriest and most hostile are the dragons that make their nests here. The rare person wandering into the wastes is either hunting prized beasts or hoping to uncover evidence of a long-vanished civilization in the dunes.

Locale Summary

Scouting Cost: 20 Power

The Hissing Wastes are brutal, and the wildlife has no sympathy for anyone who is unprepared. The wastes are massive, easily the largest locale you've visited across all of Thedas. They are also home to dwarven ruins, filled with things that the Venatori and the red templars want. This means that the Inquisition wants them even more.

While there are few quests in the Hissing Wastes compared the neighboring Western Approach, the daunting size of the place makes getting around time-consuming, even on the fastest of mounts. Even then, expect to get unseated by the local wildlife, and expect to do a lot of fighting. Despite the looks, the wastes are a Venatori stronghold for all intents and purposes, and they are on the lookout for you specifically.

Crafting Materials

Common Materials:

- Elfroot
- Vandal Aria
- Serpentstone

Rare Materials:

- Amrita Vein
- Ghoul's Beard
- Zangolia
- Dragonthorn
- Witherstalk
- Lazurite
- Volcanic Aurum

Unique Materials:

- Nevarrite

Collections

- Astrariums: 0
- Bottles of Thedas: 3
- High Dragons: 1
- Landmarks: 9
- Mosaic Pieces: 12
- Glyphs: 1
- Shards: 8
- Treasure Maps: 6
- Logging Stands: 2
- Quarries: 2

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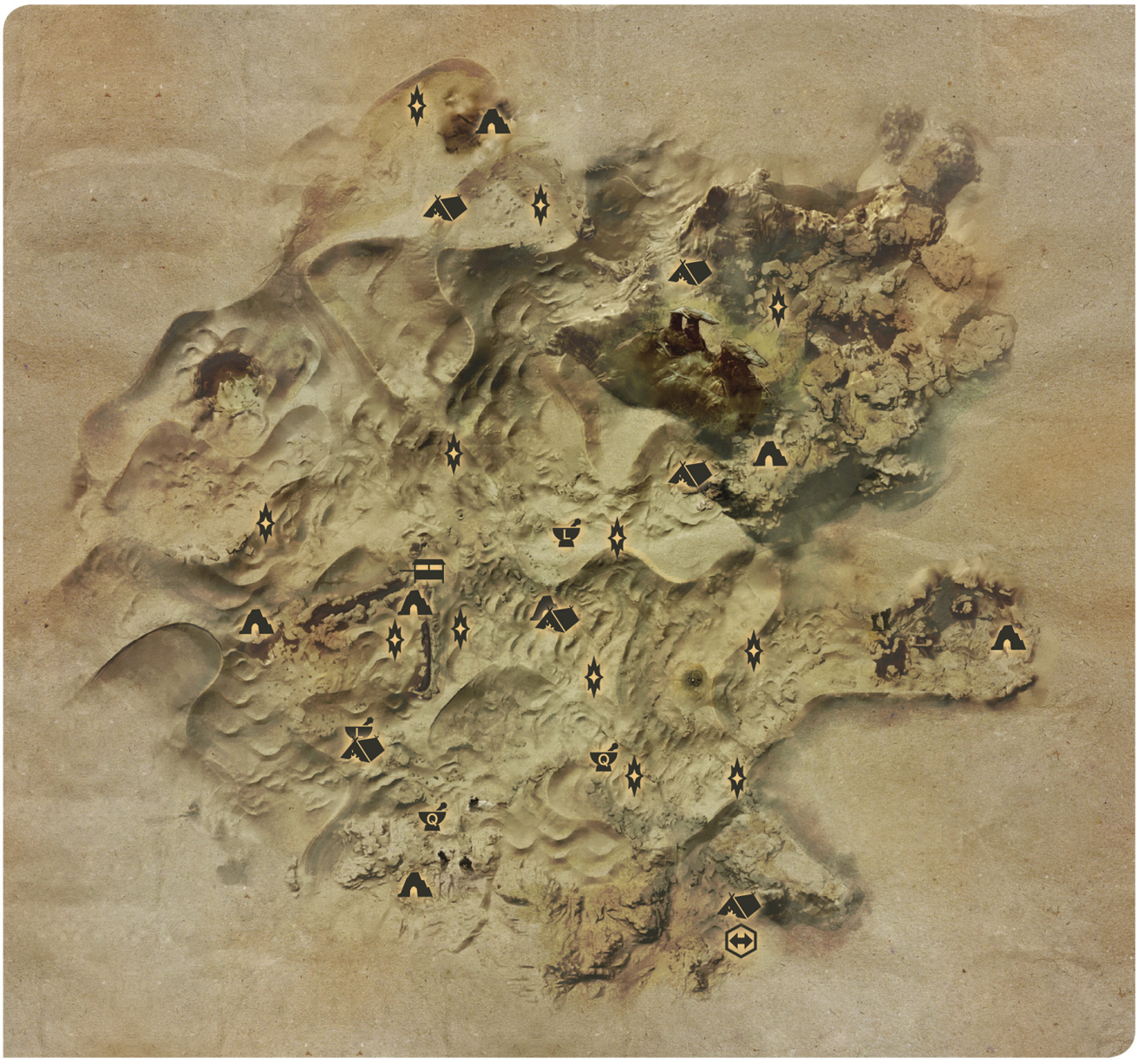
The Hissing Wastes

Locale Map



Legend

- Area Exit
- Cave/Dungeon
- Fade Rift
- Merchant
- Logging Stand
- Quarry

Inquisition Camps

- The Cove Camp
- Mountain Fortress Camp
- Sand Crags Camp
- Logging Camp
- The Canyon Camp
- Sunstop Mountain Camp
- Statue Camp

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The Hissing Wastes

Collections

Legend

Bottles of Thedas

High Dragon
Sandy Howler

Landmarks/Points of Interest
1. The Four Pillars
2. Blocked Doorway
3. Stone Over Sky
4. The Colossus of Orlais
5. Canyon Overlook
6. The Empty Square
7. Lonely Light
8. The Oasis
9. Venatori Canyon Camp

Mosaic Pieces

Oculara and Shards

Oculara I: Rock Top Ridge
Oculara +1 Shard

Oculara 2: Sunstop Mountains
Oculara +3 Shards

Oculara 3: The Sand Crags
Oculara +2 Shards

Oculara 4: The Cove
Oculara +2 Shards

Glyphs

Treasure Maps

Solas Artifacts

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The Hissing Wastes

Fade Rifts

Greater terrors, pride demons, and despair demons are commonplace with every wave. Whatever's happening in the Fade to call out to demons, it is at its worst here. Bringing two mages in a party is not a bad idea at all, if only to dispel more demons before they can fully manifest.

Fade Rift Details

Quest	Rifts	Total Power
Rifts near the Cove	3	6
Rifts near the Sand Crags	3	6
Rifts at the Sunstop Mountains	3	6

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The Hissing Wastes

Merchants

Betyar's Canyon Market

Item	Cost
Item	**Cost**
Armor (Highlights)	
Helm of the Drasca	6103
Intense Felandaris Vitaar	2953
Skirmisher Hat	1291
Upgrades (Highlights)	
Superior Prowler Armor Legs	2953
Superior Battlemaster Armor Legs	2953
Superior Battlemage Armor Legs	2953
Superior Prowler Mail Arms	738
Superior Prowler Coat Legs	738
Superior Battlemaster Mail Legs	738
Superior Battlemaster Mail Arms	738
Superior Battlemage Mail Legs	738
Superior Battlemage Mail Arms	738
Crafting Material	
Blank Runestone	71
Weapon Schematics	
Superb Demon-Slaying Rune	7294
Armor Schematics	
Superior Venatori Helmet	1279
Templar Armor	9044
Dalish Scout Armor	9044
Sturdy Prowler Armor	8183
Sturdy Battlemaster Armor	8183
Sturdy Battlemage Armor	8183
Prowler Armor	3839
Battlemaster Armor	3839
Battlemage Armor	3839
Prowler Armor Legs	934
Prowler Armor Arms	934
Battlemaster Armor Legs	934
Battlemaster Armor Arms	934
Battlemage Armor Legs	934
Battlemage Armor Arms	934

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The Hissing Wastes

Requisitions

Requisition Quests	
Requisition	**Materials**
Artifact Requisition in the Wastes	1 Dwarven Toy Soldier, 1 Dwarven Dragon Statuette, 1 Dwarven Vase, 1 Dwarven Plate
Relief Requisition in the Wastes	20 Nevarrite, 10 Vandal Aria

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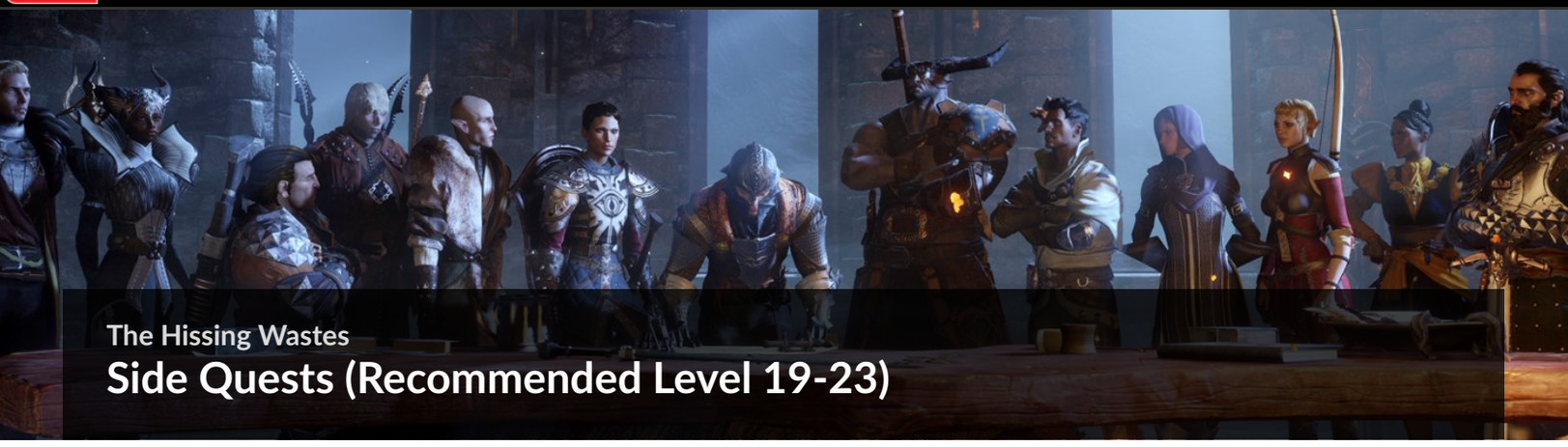
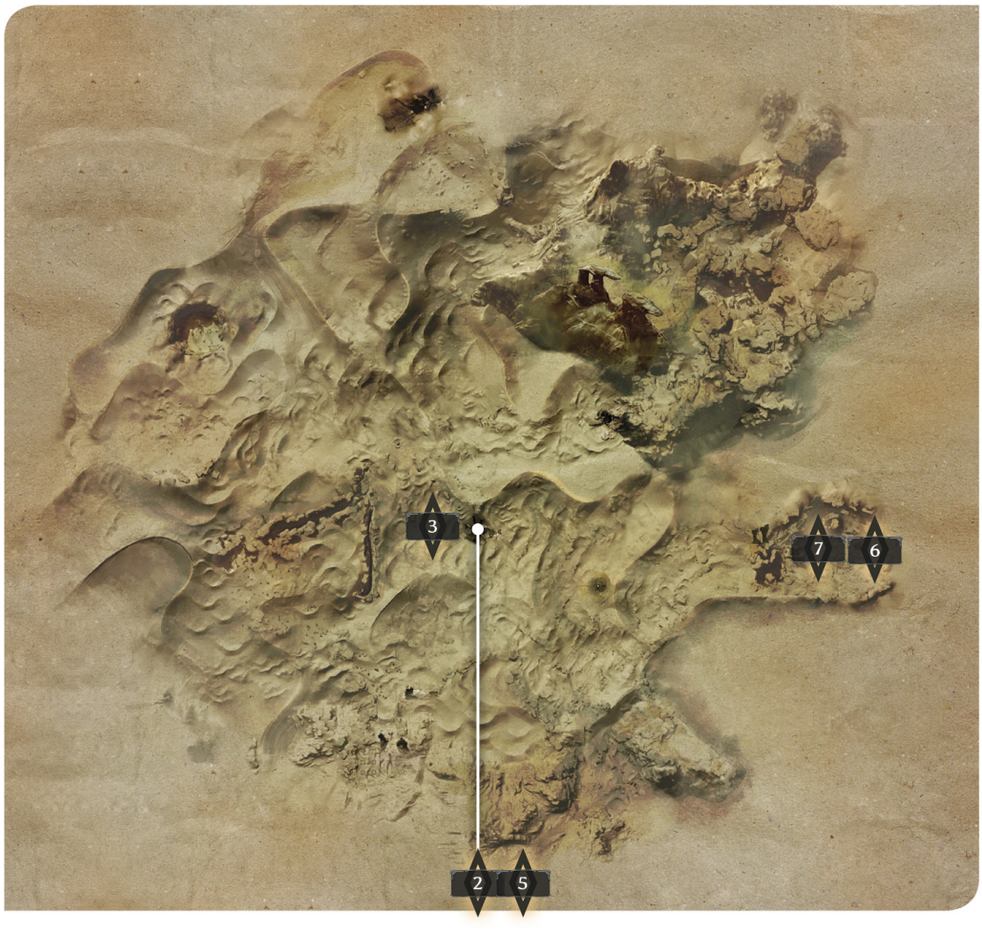


The Hissing Wastes

Side Quests (Recommended Level 19-23)



Legend

1. Holding the Hissing Wastes
2. Field of Bones
3. Let's Slay the Beast
4. Notes on the Wastes
5. Sand and Ruin
6. The Tomb of Fairel
7. High Dragon: The Sandy Howler

1: Holding the Hissing Wastes

Quest Giver: Scout Harding

Description: Establish camps to hold the Hissing Wastes and support Inquisition activity in the region.

Requirements: Available when you arrive in the Hissing Wastes

Reward: 200 Influence and 1 Power per camp, except for the starting camp

Objectives:

- Establish seven camps.

Scout Harding says that the wastelands are vast, and she's not joking. A brief look at the map suggests that many of the camps are packed close together. The map doesn't quite convey the real size of this place. Expect to be on horseback often and for long periods of time, even with all the camps established. Having them taken care of early in your travels through the wastes can save you a lot of time.

2: Field of Bones

Quest Giver: Journal found near the Four Pillars landmark

Description: A patrol has gone missing in the bone fields between the Canyon Camp and the Four Pillars.

Requirements: Available upon entering the Hissing Wastes

Reward: 331 XP, 150 Influence

Objectives:

- Locate the missing patrol.

Near the Four Pillars landmark, you set up one of the seven camps of the region and explore a sand-covered tomb. Near the camp, you can find a note that describes a missing Venatori patrol. It also warns of spiders in the region where they were assigned.

When you do reach the patrol's location, they are long dead, and the field is dominated by bones, corpses, and poison spiders. Always with the spiders! Put them down, then search around the cage the soldiers had been guarding. It's empty, but you can find a chest next to it. Taking its contents completes the quest.

3: Let's Slay the Beast

Quest Giver: Hunter

Description: Hunting is a popular pastime in the often desolate Hissing Wastes. While varghests in particular are prized, there are rumors of a rarer breed out there, one legendary varghest known for its intimidating stature. Any hunter able to slay it would surely earn respect.

Requirements: Speak with the hunter to start the quest, or go to the Golden Oasis and slay the varghest.

Reward: 5,076 XP, 600 Influence, 2 Power

Objectives:

- Find and kill a legendary beast.

The friendly hunter met wandering the wastes has no real agenda but to pass advice to travelers and make money off valuable materials found while on the hunt. She does warn you about a beast stalking the Golden Oasis, to the far northwest of the Hissing Wastes.

The beast in question is a brightly colored varghest, among the young wyverns also infesting the place. By now, your party should be able to pick apart a lone varghest, regardless of its color. With the varghest slain, the quest is complete.

Note

Check the Golden Oasis thoroughly. There's a landmark to claim, a journal to find for the Notes on the Wastes quest, and some valuable loot hidden away in chests and containers throughout the oasis.

4: Notes on the Wastes

Quest Giver: A journal found in the wastes

Description: A page was recovered from a log book that was apparently kept by someone studying old dwarven ruins. Perhaps there are additional pages to be found deeper in the Hissing Wastes.

Requirements: Find one of the notes in the Hissing Wastes.

Reward: 1,269 XP, 150 Influence

Objectives:

- Find eight journal pages.

As you travel the wastes, you might start receiving pings on your mini-map. If you search about, you may discover you have randomly come across one of eight journal pages left behind by a dwarven explorer, who made interesting observations of the ruins in the wastes as well as the Venatori excavation efforts.

Searching for all eight journal pages without assistance can be difficult, as you're not even given general search locations for the pages, nor are any called out on your in-game maps by any special icons. However, you can reference the map we have provided, along with the images showing more exact locations.

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5: Sand and Ruin

Quest Giver: A sand-covered note

Description: There is a sizable Venatori presence in the Hissing Wastes. It is an odd place for them to be dispatched at all, let alone in such significant numbers.

Requirements: This war table mission is unlocked after establishing Skyhold.

Reward: 5,076 XP, 600 Influence, 2 Power

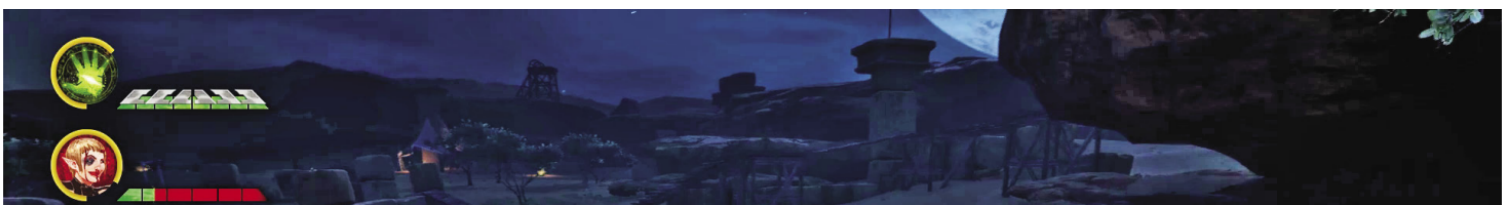
Objectives:

- Go to the war table to stop the Venatori advancing in the west (20 power required).
- Search the Venatori camp north of the cove.
- Search the Venatori camp near the canyon.
- Search the Venatori camp known as the Watchtower.
- Search the Venatori camp in the mountains.

As soon as you enter the Hissing Wastes and receive Scout Harding's briefing on the situation, you're told to start scouting out Venatori positions and establishing camps throughout the desert. You're given a location to start, but you can head to any one of the potential campsites. Among the closest to your starting camp is one near a landmark called the Four Pillars.

Expect the Venatori to be ready for a fight. They will defend their own camps vigorously and with plenty of numbers on their side.

Four Pillars Camp, North of the Cove



After defeating the Venatori force outside of the camp, establish your own Inquisition camp, then delve into the nearby ruins. You can find notes on the campgrounds that will help reveal more information about the Venatori operation throughout the Hissing Wastes, including a sketch of another tomb located somewhere in the wastes.

Tip

The Four Pillars camp is right next to a dwarven tomb that contains a key fragment necessary for the Tomb of Fairel side quest. See the information for that quest to see the solution to the veilfire puzzle found within the tomb!

Venatori Camp near the Canyon

West of the canyon is a sizable Venatori campsite near another dwarven ruin. You can find another sketch that shows the location of a tomb inside the canyon, as well as a sketch of the burial grounds tomb, at the southern end of the wastes.

Tip

The small ruin north of the main Venatori camp near the canyons has a Sacrifice mosaic piece to recover.

Venatori Watchtower Camp

After taking this camp from Venatori foes, you can read the books on a nearby workbench. One contains a sketch showing the way to enter the Colossus tomb. The other provides additional information about a large camp behind the Sunstop Mountains region.

Tip

If you climb up the ladders near the Watchtower camp, you can get closer to the mountain summit. An ocularum and a mosaic piece in the Sacrifice set await you.

Sunstop Mountains Camp

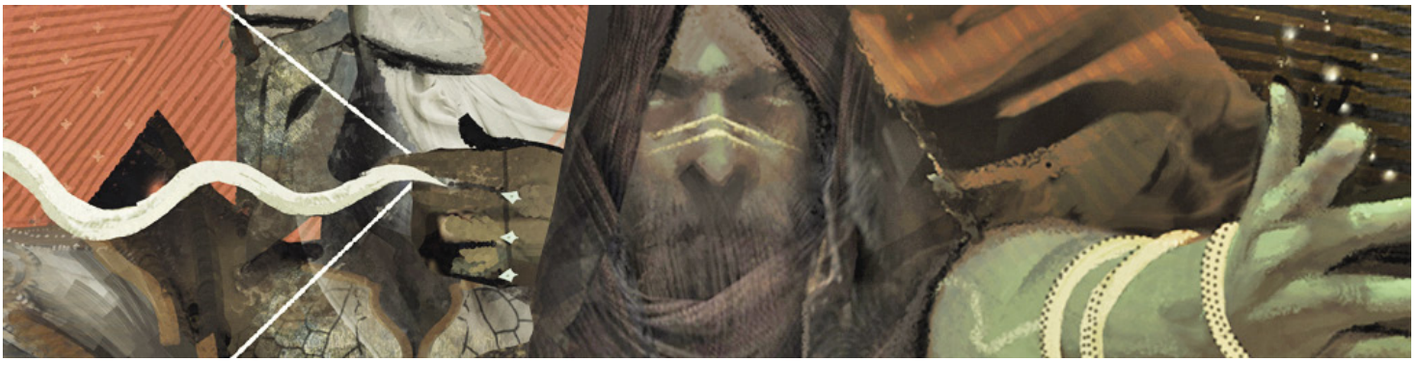
The largest Venatori camp in the wastes is not lacking in manpower! Try to take on small groups of enemies, as opposed to alerting the whole camp at once. While you sweep the camp for foes to put down, keep an eye out for the Overseer! This mage is the most powerful of all the Venatori enemies in the region, and he protects another missive that further details their purpose in the region.

Tip

Another Sacrifice mosaic piece can be found near a campfire on the western side of the camp. It sits out in the open but also happens to be guarded by a pair of Venatori brutes. A little farther south, you can find a bottle of Silent Plains piquette to add to your wine collection.

Once you have found all the documents of value from the four designated camps, this quest is complete, and you should have a good idea of where many of Fairel's tombs are located all across the wastes.

6: The Tomb of Fairel



Quest Giver: Quest starts as soon as you find a key fragment in a ruin somewhere in the Hissing Wastes.

Description: Rumors tell of a grand treasure buried in a tomb in the Hissing Wastes. Explore the wastes, using any available clues and maps to find it.

Requirements: Find a key fragment in one of the ruins in the Hissing Wastes.

Reward: 10,152 XP, 2,000 Influence, 3 Power

Objectives:

- Find five Tomb of Fairel key fragments.
- Follow the treasure map to the tomb.
- Find the statue tomb's treasure.
- Find the mountain fortress tomb's treasure.
- Find the graveyard tomb's treasure.
- Find the canyon tomb's treasure.
- Enter the tomb of Fairel and retrieve the dwarven relics.

The first order of business is to locate the five key fragments scattered across the Hissing Wastes. Even if you find the Tomb of Fairel immediately, you won't be able to open it without the five key fragments. And there is the issue of the Sandy Howler, a high dragon. It has taken up residence in the valley before the tomb. Recover the fragments first, so you can do everything in one trip.

> **Note**
>
> This quest is deeply connected with the Sand and Ruin side quest. The Venatori have set up many camps throughout the wastes, protected by powerful mages and red templars. The camps contain valuable intelligence on the Venatori operation, and they also provide map sketches on the whereabouts of tombs containing the key fragments you need.

You can find the key fragments in the following locations.

Four Pillars Camp Ruins

This key can be found in the Four Pillars tomb treasure room. There is a veilfire torch puzzle in these ruins. Should you light the pillars out of order, you will face demons, and any torches you did light in the correct order will be snuffed out. The correct order can be established by reading the passages on the pillars and lighting the torches in the order that allows the passages to be read in the correct order, as follows:

This is the tale of Fairel, Paragon among Paragons, father of two sons,

Who, against their father's wishes, fought from foolish words and foolish pride.

For pride these halls were made—to honor a father's deed, and grieve his loss.

And for loss these halls were made, to honor a brother mourned.

The Colossus of Orlais

The Colossus of Orlais is a massive stone monument in the northwest part of the wastes. Once you cut your way through the spiders nesting in the front hall, you'll encounter a another veilfire torch puzzle, similar to that found in the Four Pillars Camp ruins. Don't forget to loot the key fragment from the large chest inside the tomb's treasure room!

Fairel, Paragon, fled from the strife his brilliance created,

The strife that destroyed thaigs, sundered houses, from weapons that clan used against clan.

His own clan and two sons followed Fairel to the pitiless surface,

The surface where they would hide from the war that took their home.

Tip

Don't miss the Sacrifice mosaic piece found inside the Colossus treasure room after you solve the puzzle.

The Tomb in the Canyon

The canyon region contains one of the few vendors in the Hissing Wastes. It also contains another of the tombs with another veilfire puzzle to solve:

After many years Fairel, greatest of Paragons, could not bear life's burden.

And with the burden growing, he called his sons to his bedside.

He bade each son swear he would take care of his brother,

And the brothers swore, and mourned when their father returned to the Stone.

Burial Grounds Tomb

Nestled in the southwestern portion of the wastes, the burial grounds tomb is but a mere shadow of itself. Thankfully, the torch pillars, along with their passages, are still around. Use the veilfire near the sealed treasure chamber to make a torch, then light the torches in the correct order to undo the seal. The pillars are scattered around the burial grounds, so be sure to read the passages on them to ensure you're following the correct order.

Fairel's sons built monuments to their father, locking away his great works,

And worked together, for a time, side by side. Each ruled half the thaig,

But each ruled differently. They argued, and heated words made the brothers duel,

And where one brother fell, the other raised bloodied axe in hand, alone.

Tip

A bottle of aqua magus can be found near a campfire somewhere on the burial grounds, just to the east of the Empty Square landmark. And when you unlock the tomb, you can find another mosaic piece behind the treasure chest.

The Mountain Fortress Tomb

This is the largest tomb you will explore in the Hissing Wastes. The Venatori have set up a presence to protect the tunnel their slaves dug at the top of the Sunstop Mountains, down into the heart of the tomb itself. Once you get past them, you can descend safely into the tomb.

Tip

Don’t miss searching for one of the note pages for Notes on the Wastes! It can be found on a table in the first chamber you visit inside this tomb.

As you keep going deeper in the tomb, keep the veilfire torch ready at all times. You can locate a superb fire rune schematic on the walls of the third floor.

The collectibles keep rolling in! Just as you reach the bottom of the tomb, in the room just before you enter the veilfire puzzle chamber, you can find a Sacrifice mosaic piece.

After reaching the bottom of the tomb, you have one last veilfire puzzle to solve. The correct order of the passage is as follows:

The sun burned above oceans of sand,

But in the sand was Stone, strong and true.

Fairel hewed the stone, and built—as great as any thaig in the deep.

And with his sons' help, he ensured the thaig prospered and grew.

Collect your final key fragment, and you are at last prepared to go to the Tomb of Fairel. Get healed, and get loaded up for a High Dragon; the last obstacle between you and the secret of the tomb is the Sandy Howler.

Tip

Don't miss another mosaic piece inside the tomb's final chamber.

With all the key fragments yours, it's time to go to the Tomb of Fairel. It is not marked on your map, but it can be found by heading northeast from the starting camp, following the mountain until you encounter a pair of dwarven statues standing guard at a passage leading to the Tomb of Fairel...

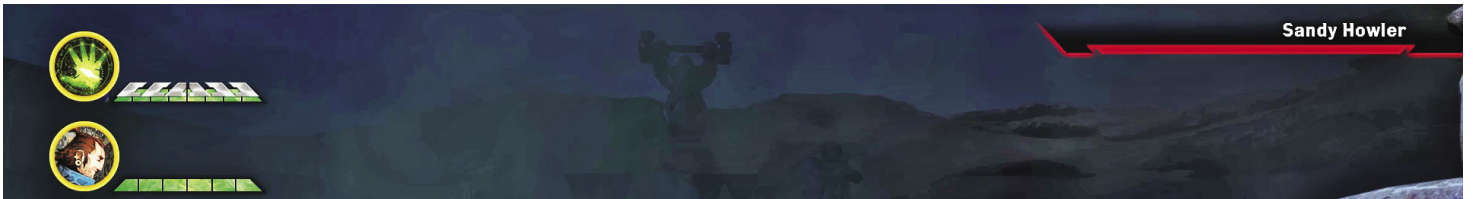
...as well as a sleeping high dragon. It's possible to sneak past the Sandy Howler and go straight for the tomb entrance. With all five key fragments in your possession, you can avoid this fight, if you want to. But why would we want to do that?

7: High Dragon: The Sandy Howler

Recommended Level: 20+

Recommended Party Composition: One warrior (sword and shield), one rogue, two mages (armed with frost-damage staves)

Alternative Party Composition: Two warriors (sword and shield, two-handed weapon), two mages (armed with frost-damage staves)



The Sandy Howler starts out at a big disadvantage. Asleep, the beast is defenseless, meaning you can start the fight by dropping Mark of the Rift right on her sleepy little head, as well as any cold-based magic spells from your mages. Any rogues or warriors brought to this fight can speed things along by having ice runes enchanted to their weapons.

Once the Sandy Howler's nap is rudely interrupted by your party, the fight's on! If you've been dilligent with your high dragon hunts, you should be more than prepared to handle the usual repertoire of physical attacks these beasts are capable of. She will buff herself with a full guard bar, so make sure your physical attackers have abilities that can break those defenses quickly and efficiently. She will use her wings to generate a powerful wind pressure field that hurts anyone in range of her, while deflecting ranged attacks. Any mages in the group should be made to shield the frontliners during the wind pressure so they can stay on the Howler's limbs, hopefully forcing a knockdown as soon as possible.

The Sandy Howler has an affinity to fire, appropriate for a desert dweller such as herself. Expect fire breath attacks in between leaps around the arena.

When the Sandy Howler's health drops to around 50 percent, she will start to use stunning roars that call in dragonlings to assist her. Cull these as quickly as you can before turning the party's attention back to the Sandy Howler.

With the Sandy Howler dead, or resting peacefully, enter the Tomb of Fairel with your assembled key fragments. After everything else you've gone though, the last part of this quest is refreshingly simple: Go to the treasure chest at the end of the tomb's hall and loot the whole thing. The Venatori have lost their chance at these relics, thanks to the Inquisition's efforts!

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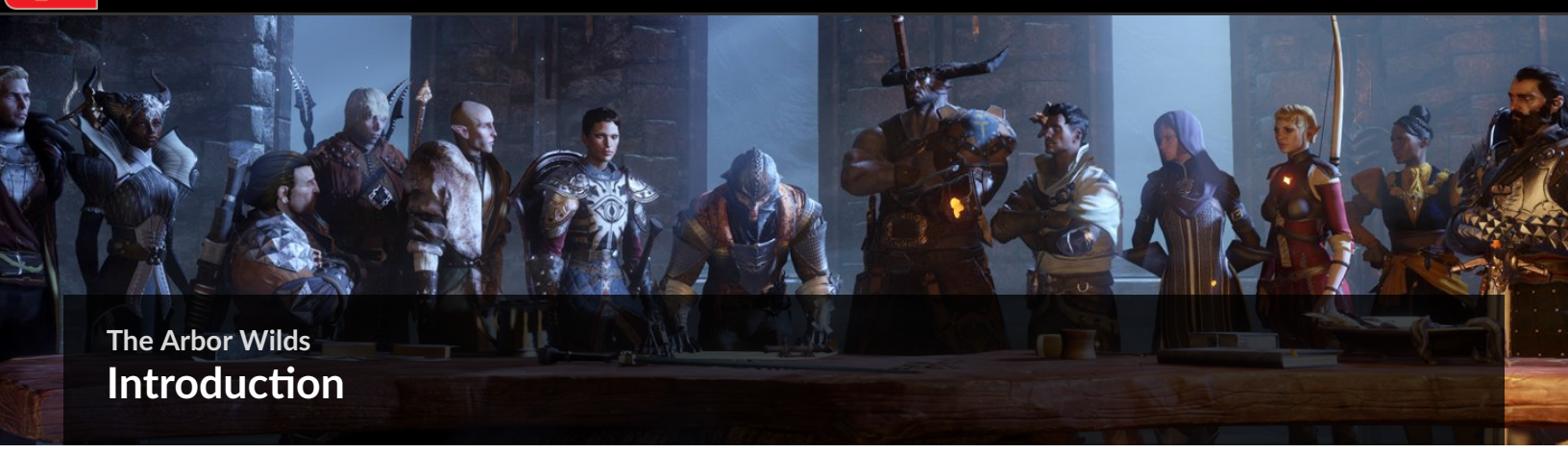

The Arbor Wilds

Introduction

The Dalish shun the Arbor Wilds. When the people who would start a war over a single crumbling wall ignore a large elven ruin to the south, it bodes disaster. There is beauty and curiosity in the forest, such as trees that rise tall as towers, but those who travel too deep into them never return.

Locale Summary

Scouting Cost: 50

Following the events at Adamant and Halamshiral, the Inquisition invades the Arbor Wilds in an effort to stop Corypheus from attaining ancient elven knowledge from the Temple of Mythal. Unlike other locales, the journey through the Arbor Wilds is fairly linear, as the Inquisitor, party members, and Morrigan battle Corypheus's army blocking the path to the temple. Be warned: Once you leave the Wilds you can't return, so pick up any loot you find when you can. There aren't many collectibles or crafting materials here, but be sure to look out for deposits of stormheart during your trek through the forest. The journey culminates with the party's arrival at the Temple of Mythal, an ancient elven ruin. Here the Inquisition faces some tough decisions. Should the party perform the rituals and enter the temple's inner sanctum? Will an alliance with Abelas and his guardians benefit the Inquisition? Who will drink from the Well of Sorrows? These dilemmas and a confrontation with the Inquisitor's nemesis (Samson or Calpernia) are just some of the challenges awaiting in the Arbor Wilds.

Crafting Materials

Common Materials:

- Elfroot

Rare Materials:

- Arbor Blessing
- Stormheart
- Silverite

Unique Materials: None

Collections

- Astrariums: 0
- Bottles of Thedas: 0
- High Dragons: 0
- Landmarks: 0
- Mosaic Pieces: 0
- Glyphs: 0
- Shards: 0
- Treasure Maps: 0
- Logging Stands: 0
- Quarries: 0

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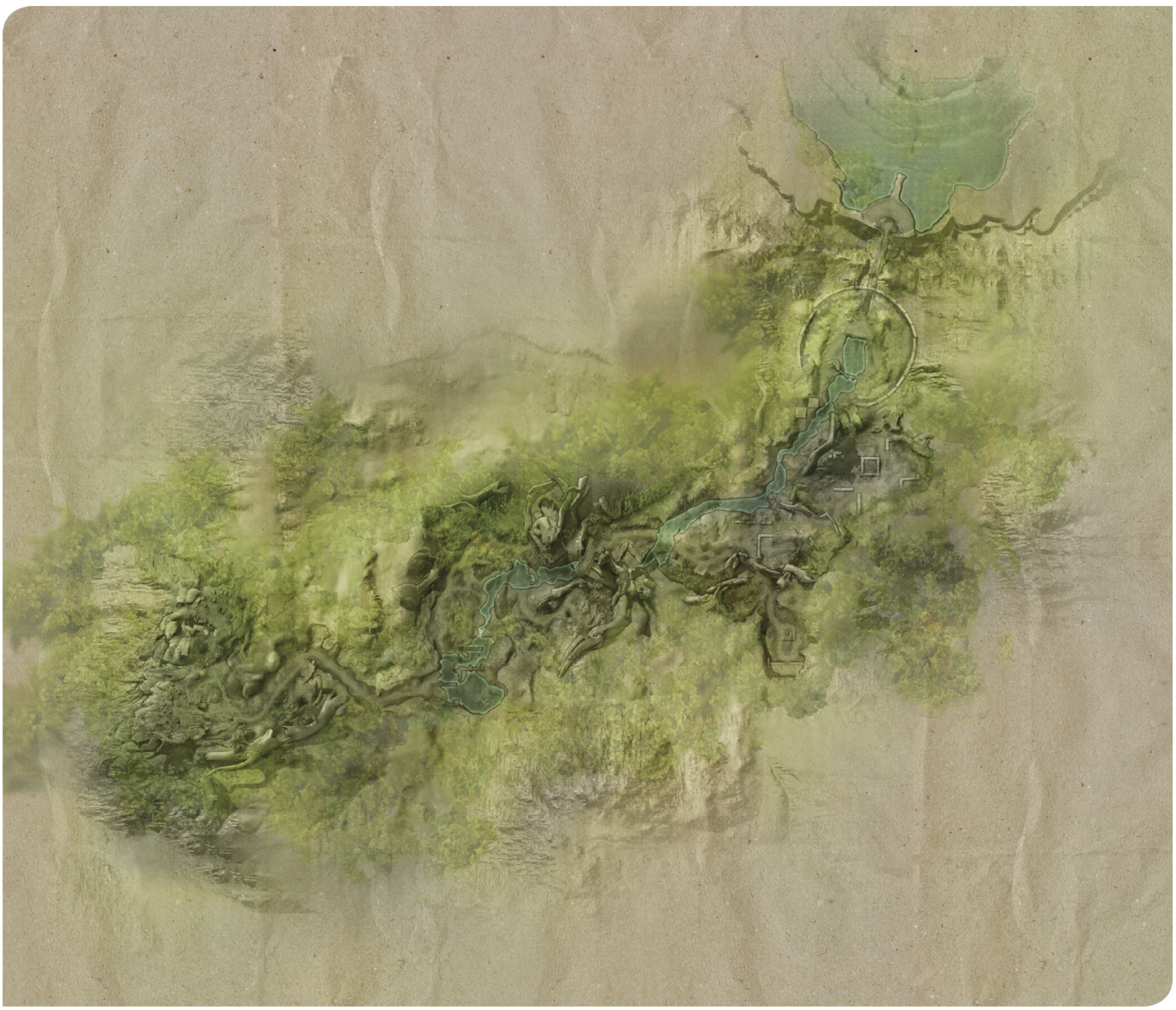
The Arbor Wilds

Locale Map



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The Temple of Mythal

The Temple of Mythal houses the Well of Sorrows, also known as the Vir'abelasan. The waters of this well contain the accumulated knowledge of all previous elven guardians. The race to reach and secure the well, before Corypheus does, is a critical objective in the What Pride Had Wrought quest.

The Temple of Mythal

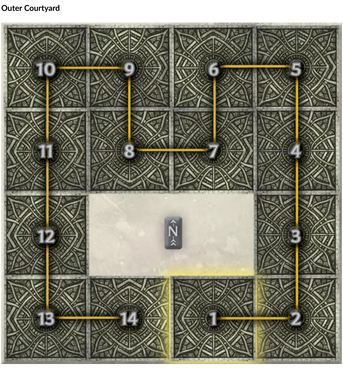
Note

If you choose to ally with Abelas and his guardians, a guide will lead you through the inner sanctum. If you refuse an alliance, you must fight your way through.

Temple Rituals

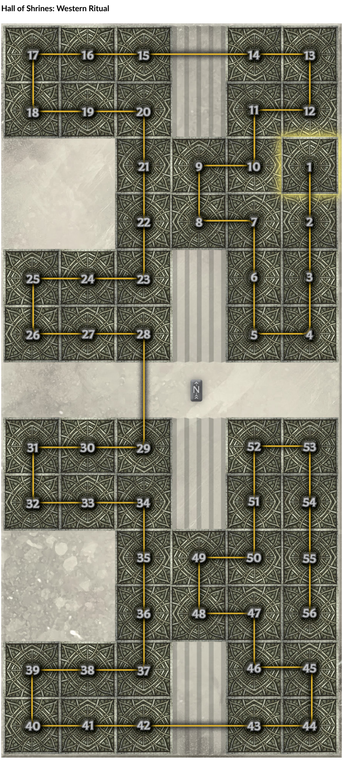
To enter the Temple of Mythal you must complete at least one ritual, located in the outer courtyard. But if you wish to enter the inner sanctum, you must complete three more rituals, located in the Hall of Shrines. Each ritual is a tile puzzle, requiring you to walk across a series of tiles. If you can't figure them out on your own, reference these diagrams to complete each ritual.

Outer Courtyard



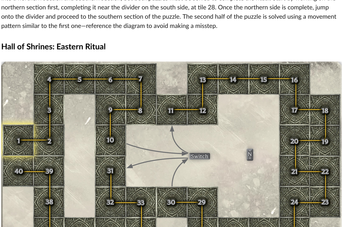
You must illuminate all of the tiles surrounding the altar, but you can't step on the same tile twice. Reference the accompanying diagram to solve it. Once all tiles are lighted, the door to the Hall of Shrines is unlocked. This is the only ritual you must complete to proceed—the other rituals are optional.

Hall of Shrines: Western Ritual



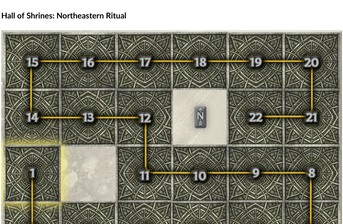
If you want to gain entry to the inner sanctum, you must complete all three rituals in the Hall of Shrines. This puzzle is divided into a northern section and southern section, but both puzzles must be solved to complete the ritual. Start by working on the northern section first, completing it near the divider on the south side, at tile 28. Once the northern side is complete, jump onto the divider and proceed to the southern section of the puzzle. The second half of the puzzle is solved using a movement pattern similar to the first one—reference the diagram to avoid making a misstep.

Hall of Shrines: Eastern Ritual



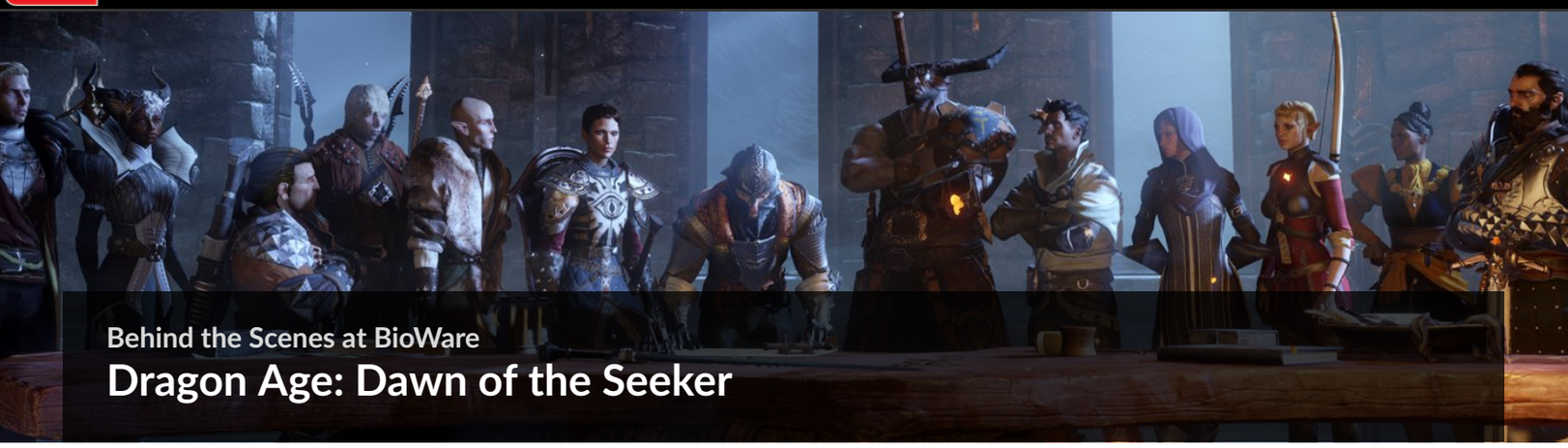
Although smaller, this puzzle is a bit trickier. Sections of this puzzle must be lowered and raised using a switch in the middle. Start by looping around the north side, then cross to the neutral platform after stepping on tile 10. On the platform, interact with the switch—this lowers tiles to the west and raises tiles to the east, allowing you to proceed. Step onto tile 11, to the north, and complete the eastern half of the ritual, as seen in the diagram. When you reach tile 30, step back onto the central platform and interact with the switch again, raising the tiles to the west. From the platform, step onto tile 31, to the west, and complete the ritual.

Hall of Shrines: Northeastern Ritual



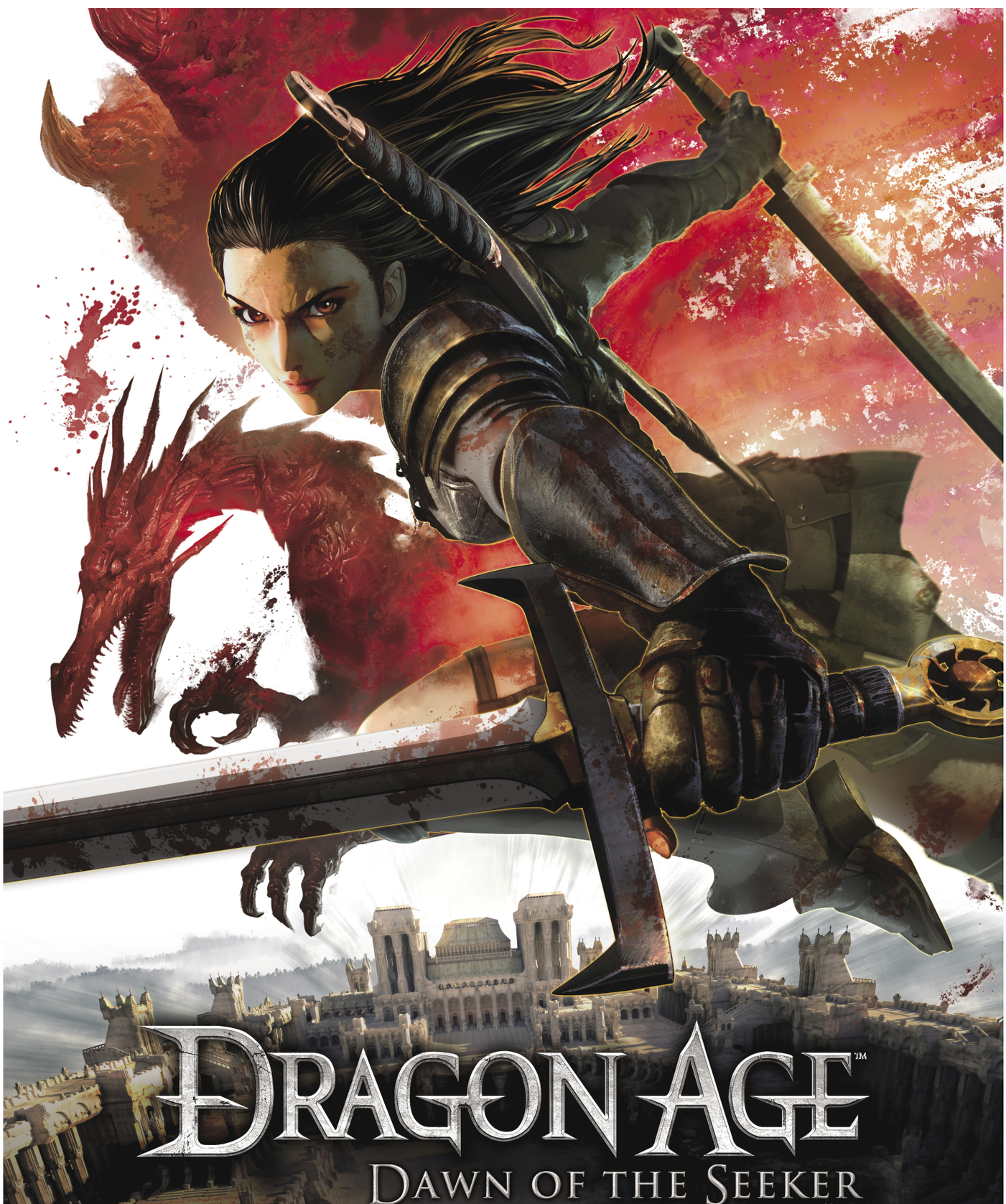
Don't let the small size of this ritual fool you—it can be tricky. As long as you follow the zigzag path shown on the diagram, you'll have no problem conquering this ritual. Like all the rituals, this puzzle can be solved in many ways. The three rituals can be completed in any order. Once all three Hall of Shrine rituals are complete, the door to the inner sanctum unlocks. Time to go see what's inside.

PRIMA GAMES



Behind the Scenes at BioWare

Dragon Age: Dawn of the Seeker

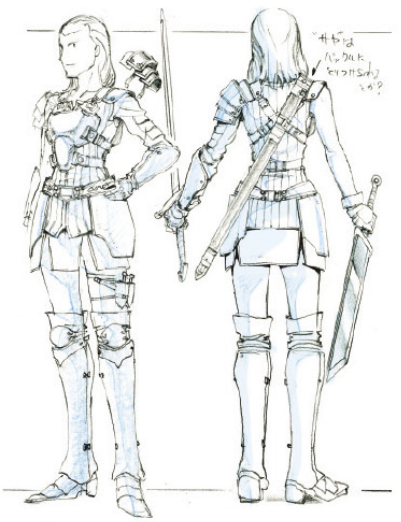


Before the *Dragon Age: Inquisition* game, Cassandra had her own story! Witness the rise of her legend in the animated movie *Dragon Age: Dawn of the Seeker*.

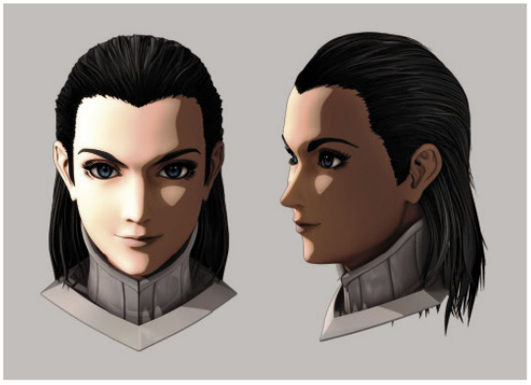
In the land of Orlais, a brash young Seeker—Cassandra—fights to stop a blood-soaked conspiracy. Hidden hands seek to tear apart the realm's most powerful religious order, and as the sinister plot unfolds, Cassandra is accused of treason and murder. Hunted by friend and foe alike, the impulsive beauty must clear her name while clashing with corrupt templars and rogue blood mages. Should she fail, the executioner's blade awaits. Should she overcome her rage and expose the unseen forces threatening the rule of the Divine, Cassandra will take her place in legend.

Behind the Scenes Gallery

Character Design Sketches



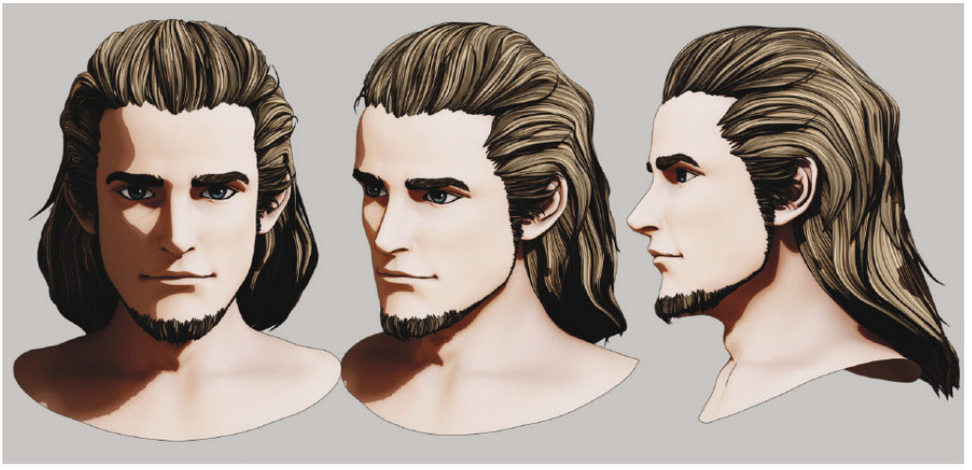
Cassandra



Cassandra 3-D model (test)

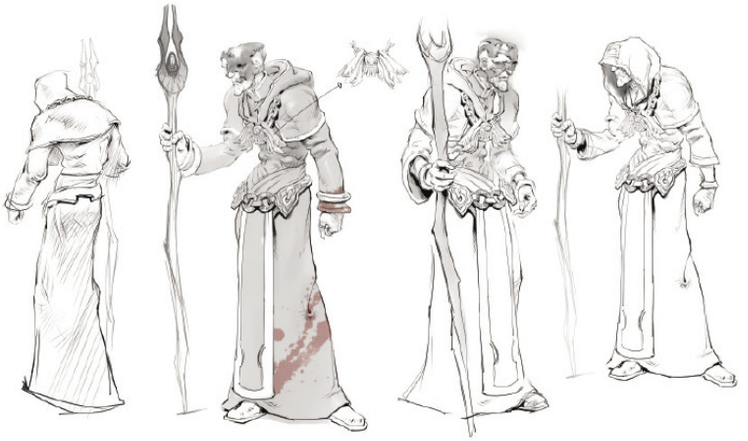
Cassandra 3-D model (final)

Galyan



Galyan 3-D model

Byron



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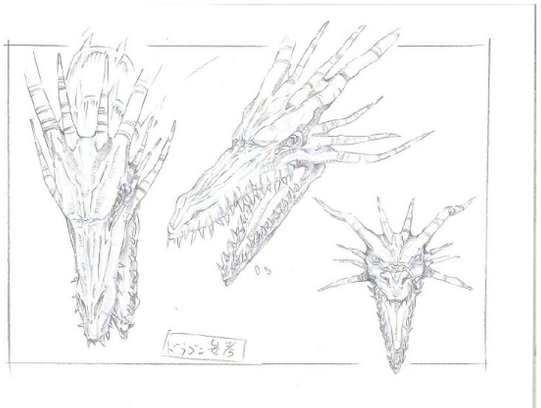
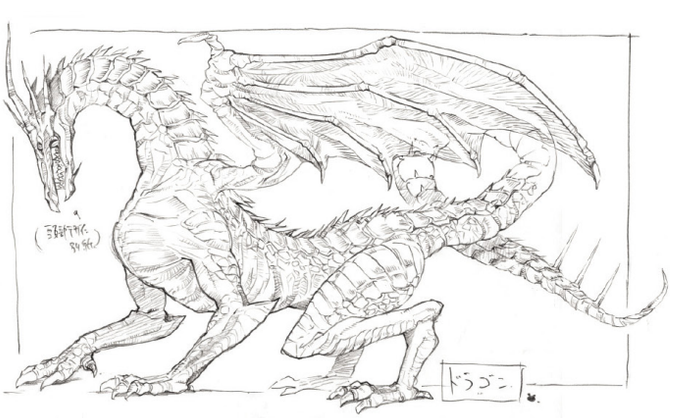
Creature Design Sketches



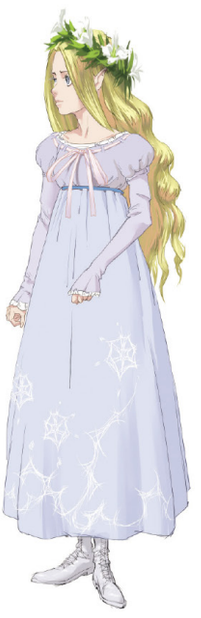


Dragon

Ogre

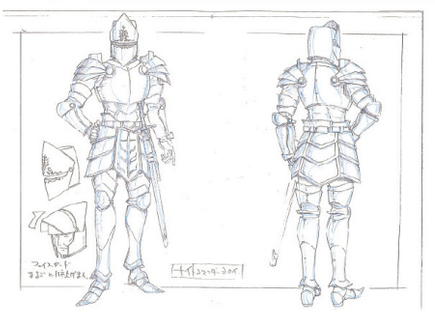
AVEXIS
（正装）

AVEXIS
（正装）



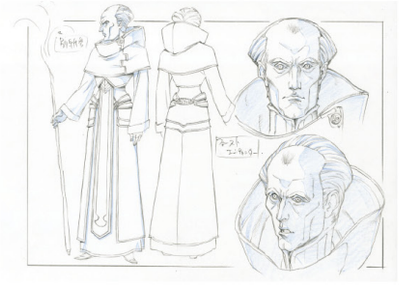
Avexis

Pride demon



Knight-Commander Martel

Alte



First Enchanter

The Divine

Lazarro

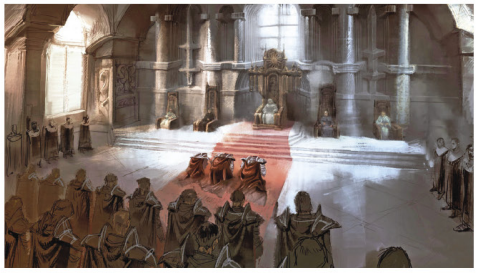
Location Concept Art

The High Seeker's office

Mage safe house

Cave with blood mages and dragons

Seeker fortress



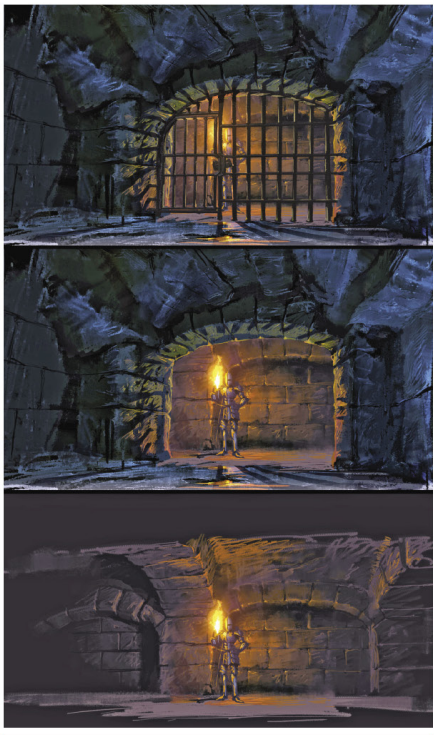
Audience chamber

Lazarro's hideout

Seeker practice room

Dragon's nest

Chantry stairwell to the dungeons



Chantry dungeon

Ten-year gathering at the chantry

Storyboards

C 2
TIME

Cassandra is running

C 3
TIME

Thier POV: go through trees
and arrive clearing

C 4
TIME

They slow down

CAM:follow and go around them

C
TIME

SHUTTER: A large tree

XYBOT

Scene 2

S#2 Blood Ceremony No. 3

etc	S	C
	2	2

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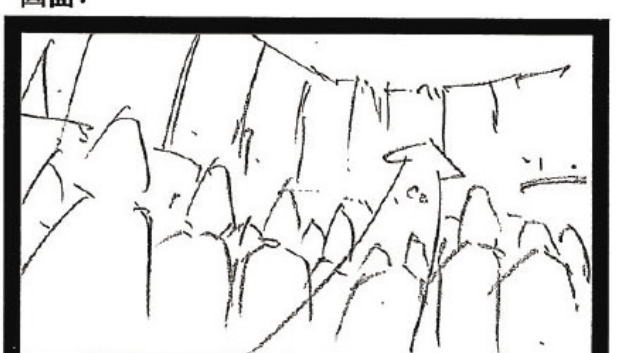
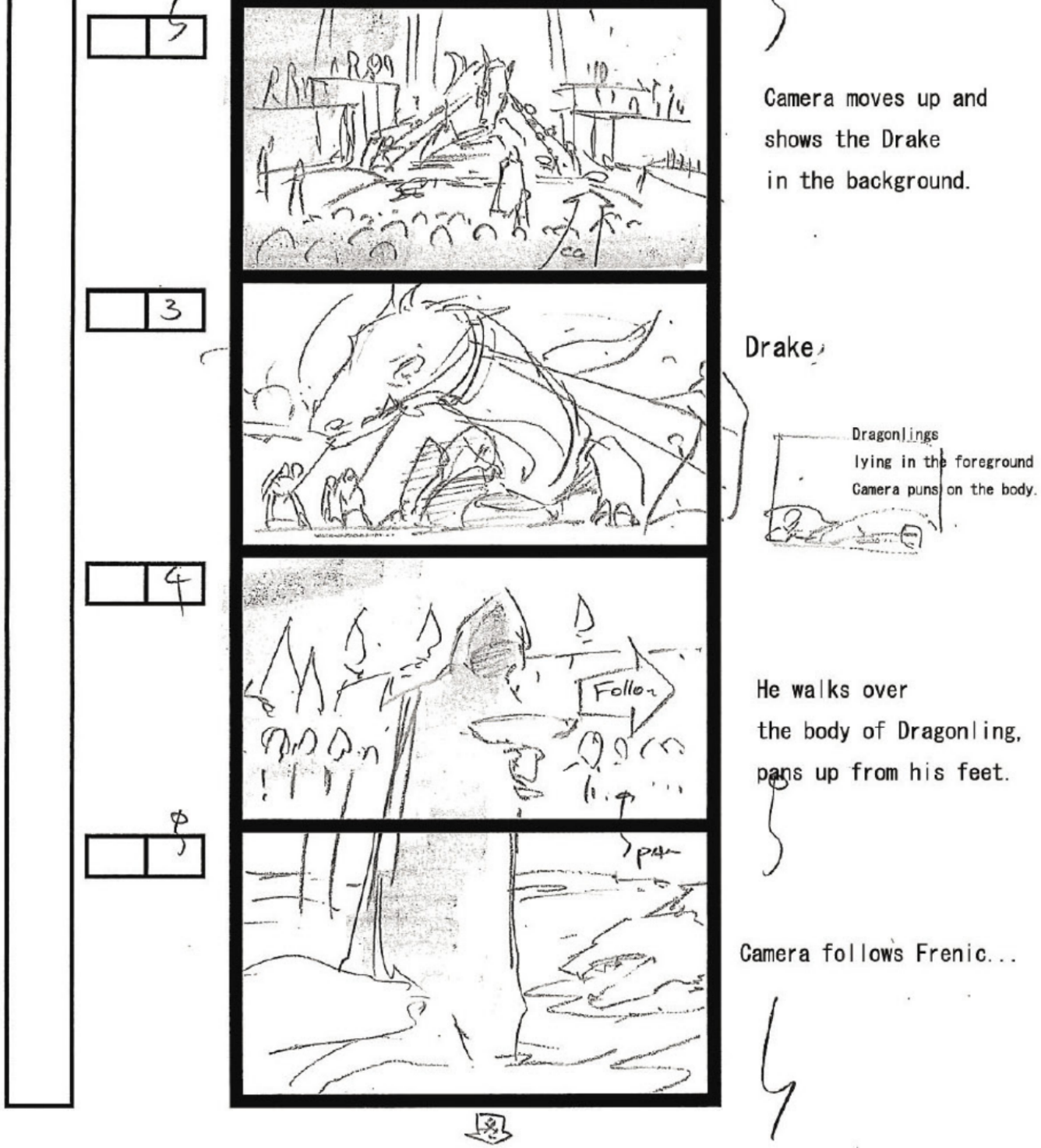
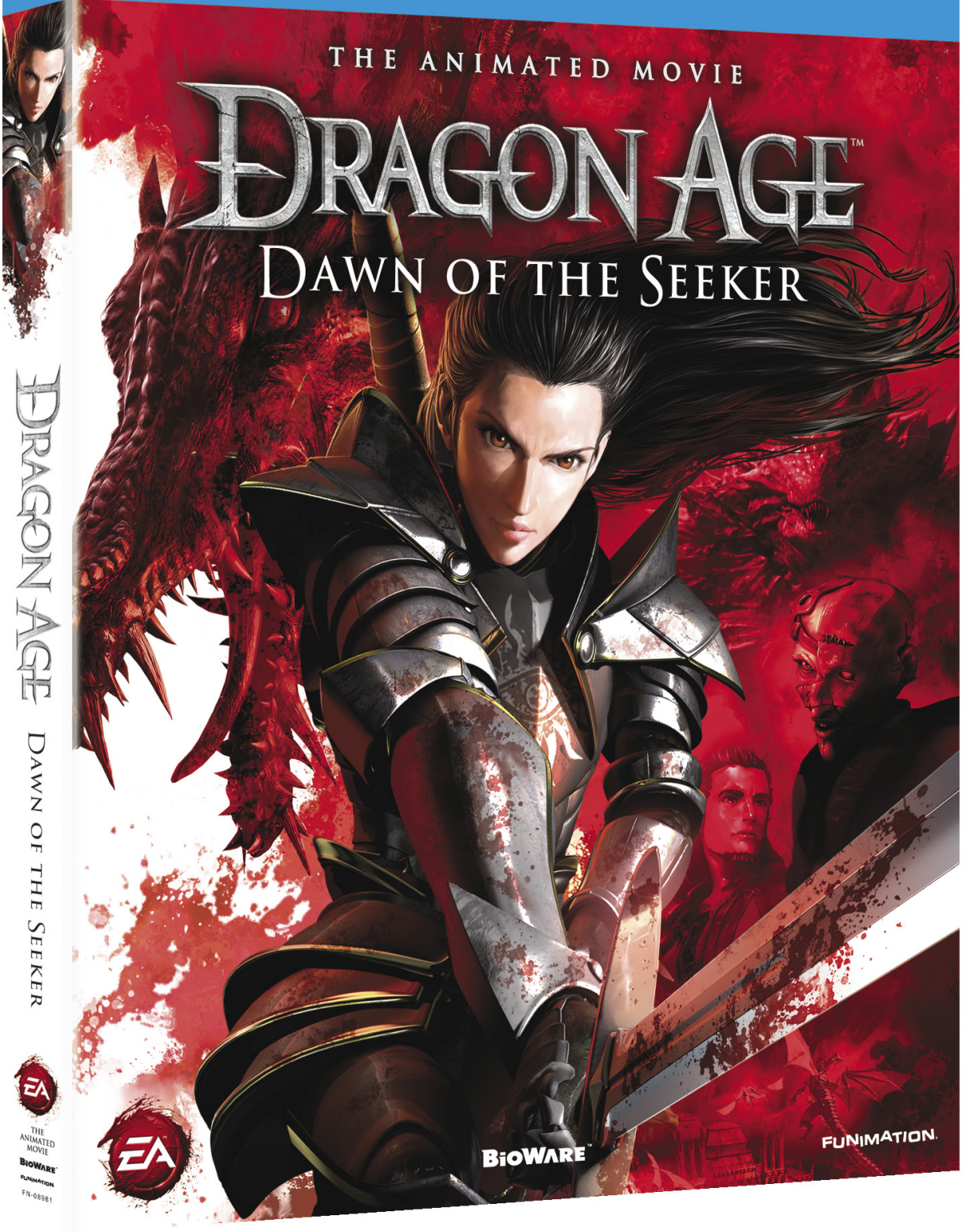


Over mages backs



Scene 20

Film Details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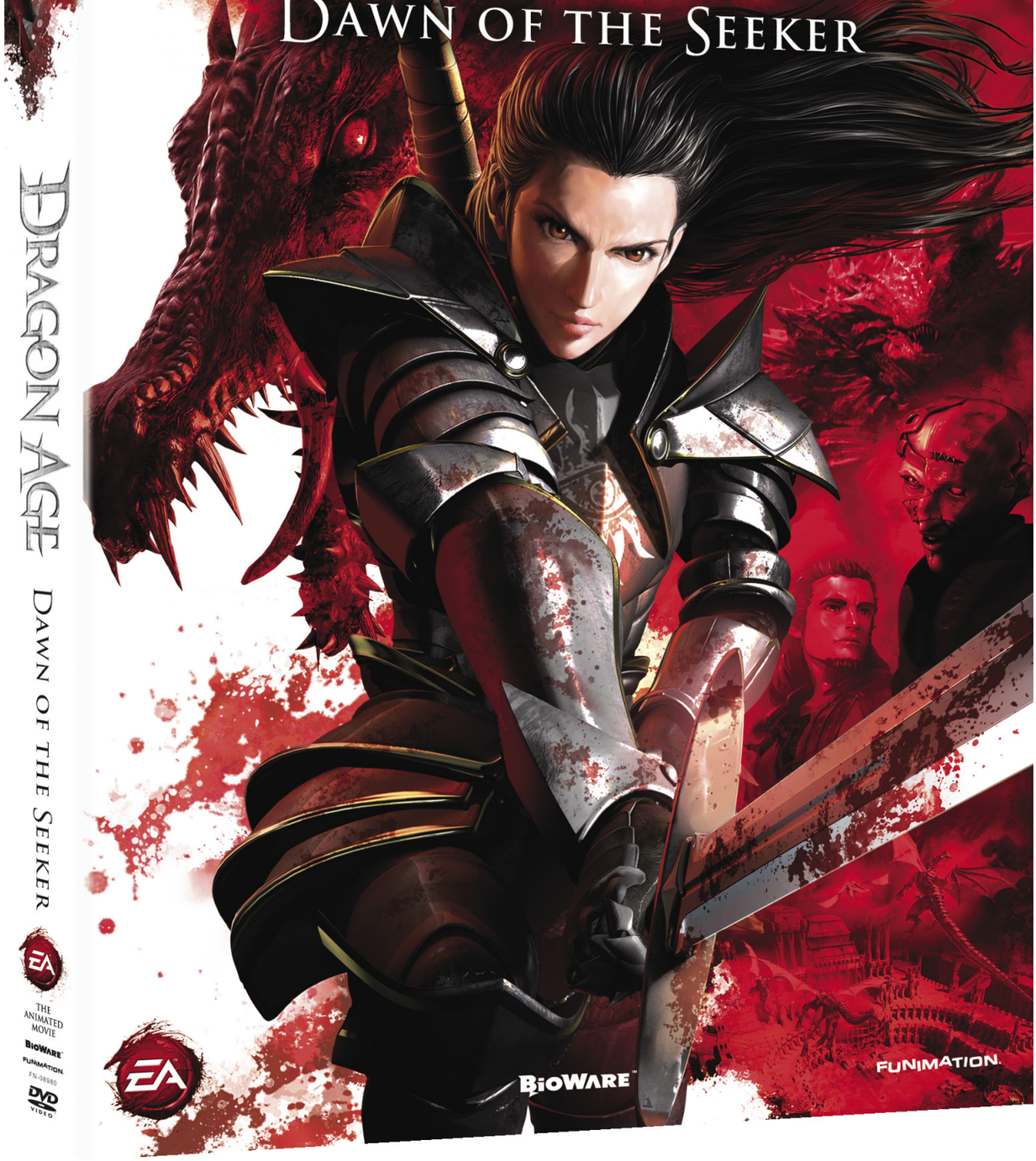

Complete your *Dragon Age* experience. Available now on DVD, Blu-ray/DVD Combo, and Digital HD.

- Thirty minutes of on-disc extras, including a BioWare Studio Tour, Production Art Gallery, and a Dawn of the Seeker Backstage Pass exploring the development of the film
- Featuring “Desire for Need,” performed by the chart-topping rock band Seether and remixed by the Grammy® Award-winning artist Roger Sanchez
- From the Japanese Academy Award® nominee Fumihiko Sori, director of *Ichi*

Tip

“An action-packed look at the origins of a character destined to shake the very foundations of the *Dragon Age* world.”

—Mike Laidlaw, Creative Director, BioWare

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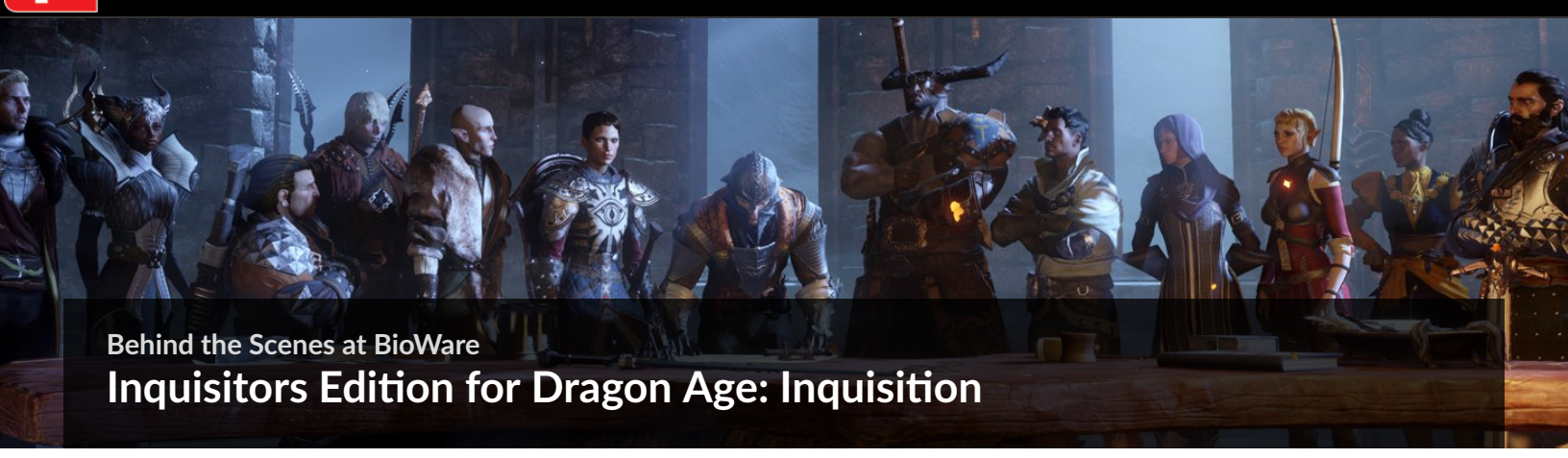

Behind the Scenes at BioWare

Inquisitors Edition for Dragon Age: Inquisition

Here at TriForce, our goal is to bring gaming to life. We've always wanted the chance to jump into the game and live among some of our biggest heroes and cynical foes. That is why TriForce always goes big. We always make sure we stay true to scale and detail so exactly what fans fall in love with on-screen comes shining into our world in its entirety. Living this dream is how the Inquisitor's set came to life. Both BioWare and TriForce wanted each collector to not just play, but to inherit the Inquisitor title.

TriForce continuously collaborates with developers while creating different full-scale, high-end replicas and premier scale statues. Their work is the true art we all fell in love with. BioWare wanted this collector's edition to be more than a beautiful art piece to display on a shelf. Together, we worked hand-in-hand developing the specifics for the Inquisitor's Edition of *Dragon Age: Inquisition*. The end result presents all roles and responsibilities of the Inquisitor to each player.

- **The Inquisitor's Edition of** *Dragon Age: Inquisition* includes:

- Highly detailed exclusive Inquisitor's Edition case produced by TriForce, each individually wrapped in faux reptile skin with the mark of the Inquisitor stamped on top in gold foil
- Cloth map of Thedas drawn to scale, measuring approximately 22" x 32"
- A 72-card Major and Minor Arcana tarot card deck with custom artwork depicting mythology from Dragon Age lore
- Full-scale, six-piece set of Inquisitor lock tools
- One set of four full-scale map markers, each measuring approximately 3.5" x 3.5" x 4"
- Inquisitor's badge
- Quill and inkpot
- Inquisitor's journal
- Orlesian coins
- Limited edition SteelBook case to house your copy of the game

The sole survivor of the Breach, the Inquisitor, is now marked with a raw and mysterious power. This Inquisitor's Edition is the Inquisitor's Chest, the equipment each protagonist will use to travel through Thedas and investigate the mystery behind these tears in the Veil.

The collaboration effort between artists from both BioWare and TriForce is what really gave this project life. Back in 2009, BioWare released *Dragon Age: Origins*, and with it a universe was born. The *Dragon Age* titles feature dense lore and complex characters, delivering meaningful, memorable tales. Thedas's overwhelming beauty is exploding with rich, new adventure. The Inquisitor's Chest symbolizes the start of that exciting journey.

This process sounds much easier than it is. The amount of time, talent, and effort put into a collector's edition of this stature sometimes seems impossible. However, at TriForce, we thrive on the impossible! The united motivation of the team led to sleepless nights at TriForce HQ. With this dedication, the team was able to hammer out minute details that enable fans to experience the perfection they see today!

Inquisitor Set Concepts

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Jaws of Hakkon DLC

Frostback Basin

Discover the fate of the last Inquisitor and the powerful dragon he hunted. Enter an overgrown wilderness filled with Avvars, fiercely independent hunters who settled in the southern mountains of Thedas. Explore their culture to uncover what happened to the last Inquisitor and the dragon he pursued. Find an ancient Tevinter fortress that hides a dangerous secret. In this new adventure, playable within the Dragon Age: Inquisition campaign, you will face powerful foes, gain legendary armor and weapons, and confront an ancient god of war bent on destroying the world.

Roaming the Frostback Basin is a deadly band of Hakkonites called the Jaws of Hakkon. They are fierce and ruthless, and plan to release their dangerous god, Hakkon, upon Orlais. It seems that there's no stopping them, although this isn't the first time the group has attempted this very same act. Eight hundred years ago the last Inquisitor, Ameridan, ventured into the land of Frostback Basin, home of the Avvar people and the Jaws of Hakkon, to hunt demons. It isn't clear whether Inquisitor Ameridan was instructed to take on this quest, or perhaps was ordered not to by Emperor Drakon, but he moved to seek out justice and stop evil.

Inquisitor Ameridan disappeared, but the Hakkonites were stopped once, and it's up to the new Inquisition to find out how and what needs to be done so that the Jaws of Hakkon can be stopped for good. Travel to Frostback Basin and prepare for a great challenge to save the world from a grave threat.

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Jaws of Hakkon DLC

Locale Map

Legend

Area Exit

Cave/Dungeon

Fade Rift

Merchant

Settlement

Locked Door

Inquisition Camps

- Basin Floor Camp
- River Camp
- Swampside Camp
- Cliffside Camp
- Ridgeline Camp
- Canyon Camp

Astrariums

- Constellation: Visus
- Constellation: Belenas
- Constellation: Fulmenos

High Dragon

- Hakkon Wintersbreath

Landmarks/Points of Interest

1. Razikale's Reach
2. Arboreal Fort
3. Nigel's Point
4. Abandoned Jail
5. The Frozen Gate
6. Fortress Gates
7. Mouth of Echoes
8. Shattered Wall
9. Blood-Stained Shrine
10. In Fear of Hryngnar
11. Boathouse
12. Hryngnar's Lair
13. The Stone Giants
14. Lady's Rest
15. Boat Launch
16. Arena Grounds

Oculara and Shards

Ocularum I: Lakeside Road
Ocularum +4 Shards

Ocularum 2: Basin Floor
Ocularum +4 Shards

Ocularum 3: Western Riverbank
Ocularum +4 Shards

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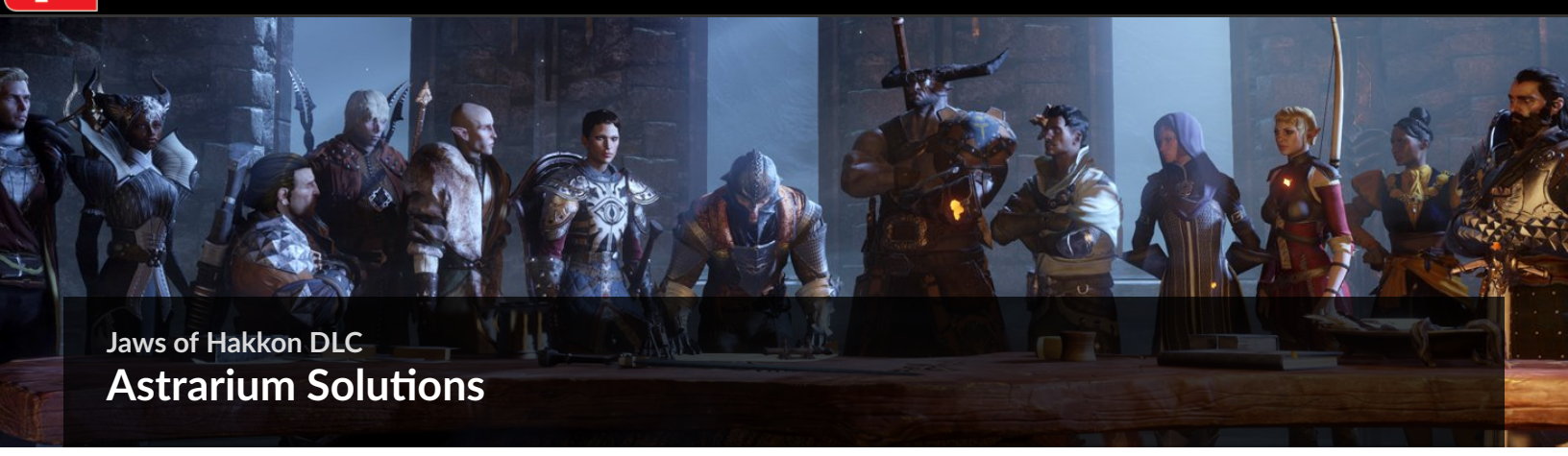
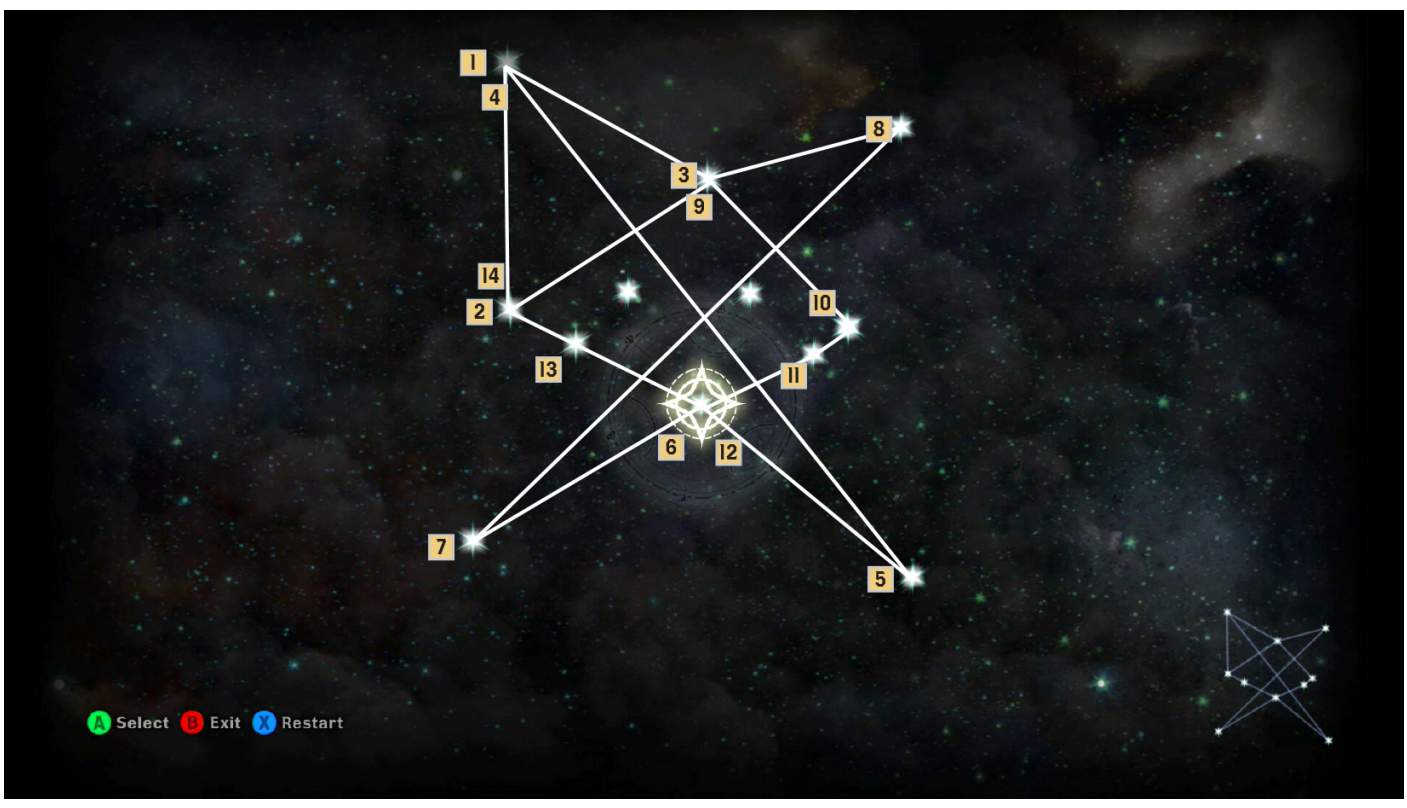


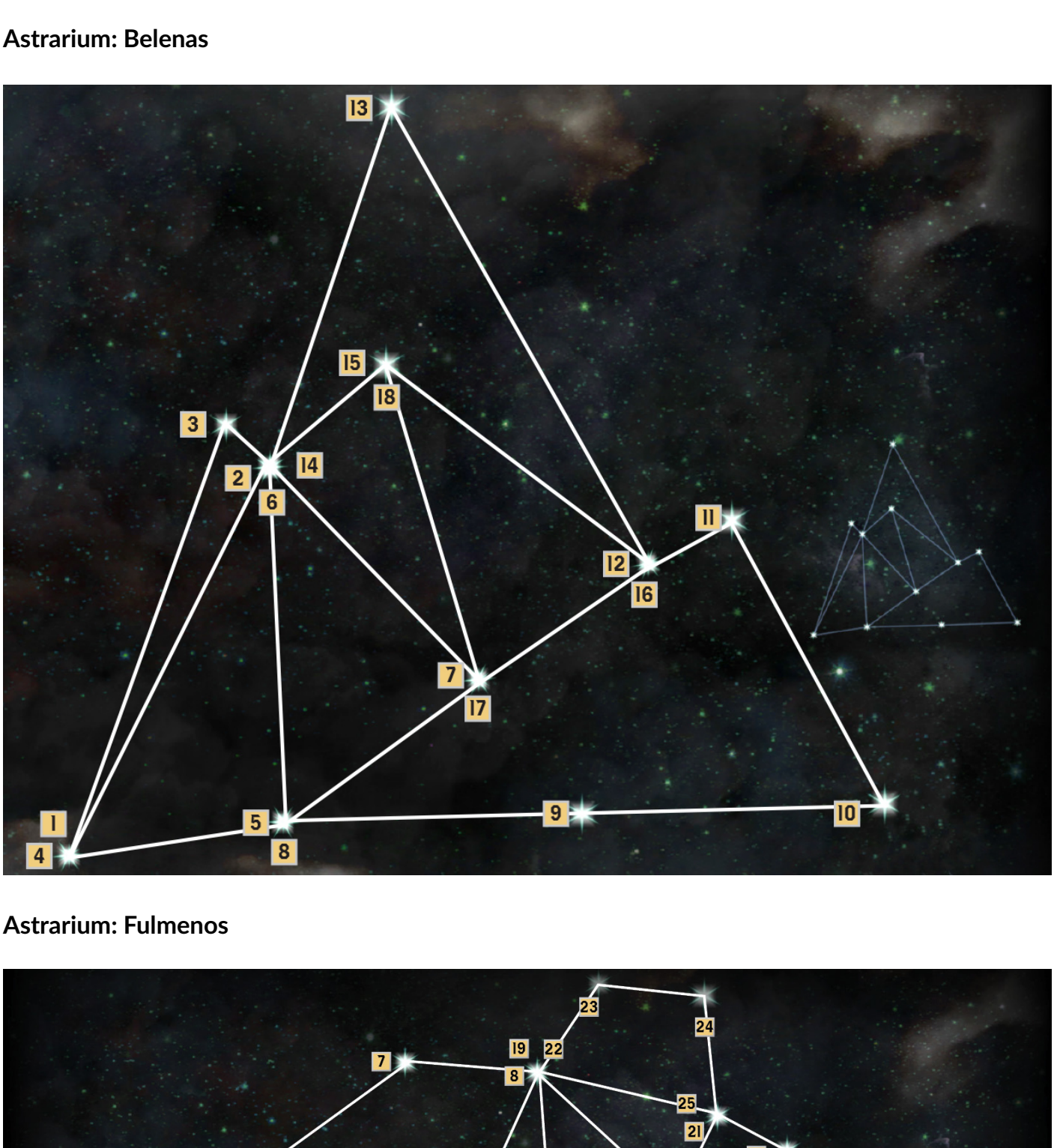
Jaws of Hakkon DLC

Astrarium Solutions

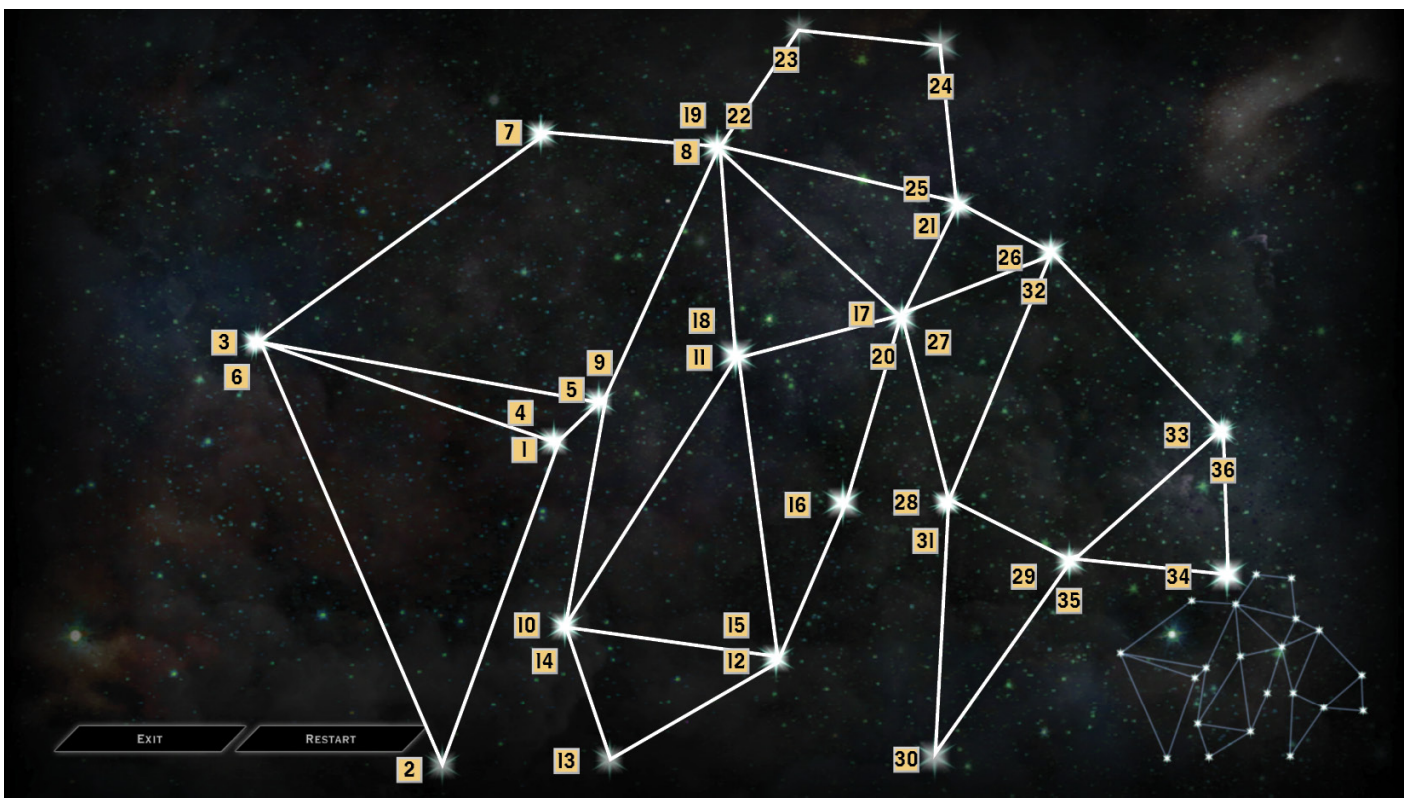
Astrarium: Visus



Astrarium: Belenas



Astrarium: Fulmenos



Astrarium Vault

The astrarium cave in the Frostback Basin is near the Cliffside Camp. Travel downhill and into the vault that was once blocked to find a chest filled with some very useful equipment.

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Jaws of Hakkon DLC

Fade Rifts

As you explore Frostback Basin, you'll encounter more of Corypheus's Fade rifts, still open and tougher than ever. Greater shades, pride demons, and fear demons flood these areas. Be ready to focus your party on them to defeat them quickly.

Fade Rift Details

Quest	Rifts	Total Power	Influence
Rift in the Floor	1	2	600
Rifts Along the River	2	4	1200
Rifts in the Basin	3	6	1800
Rifts on the Bank	2	4	1200

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Jaws of Hakkon DLC

Merchants

Meat Market

Item	Cost
Crafting Materials (Highlights)	
Felandaris	172
Revenant Hears (6)	16

Trader Helsdim

Item	Cost
Other	
Avvar Glass	3136
Avvar Bed	1426
Avvar Throne	712
Avvar Heraldry	712
Avvar Drapery	712
Avvar Décor	712

Armory

Item	Cost
Weapons	
Dhal Vallasan	16508
Ritual Breaker	13192
Saboteur's Knife	8572
Accessories	
Master Lifeward Amulet	750
Upgrades	
Compount Cossbow Arms	1920
Weapon Schematics	
Masterwork Winged Longbow	11035
Masterwork Brute Hammer	11035
Masterwork Kirkwall Mace	5517
Masterwork Heavy Axe	5517
Armor Schematics	
Refined Prowler Coat	16832
Refined Battlemaster Coat	16832
Refined Battlemage Coat	16832
Orlesian Hennin	2758
Knight Helmet	2758
Helm of the Inquisitor	2758
Hat of Majesty	2758
Griffon Helmet	2758
Dread	2758
Cole's Hat	2758
Battlemage Cowl	2758
Assassin Hat	2758

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Jaws of Hakkon DLC

Agents

Sigrid the Exile

Affiliated Quest: In Exile

Inquisition Perk: Sigrid the Exile

Deep in the woods of the Frostback Basin, there is an Avvar woman named Sigrid; speak to her and the augur back at Stone-Bear Hold to find out why she is there. You can convince Sigrid to join the Inquisition, giving you access to a new perk. This reduces the time it takes Josephine to complete operations by 5 percent.

Storvacker

Affiliated Quest: Guests of the Hold

Inquisition Perk: Storvacker

Storvacker was once the hold-beast of Stone-Bear Hold. She was captured by the Jaws of Hakkon, and by being captured instead of killed she broke her oath as kin to the hold—Avvars do not surrender as prisoners but die as warriors. Now, by the will of the Inquisitor, Storvacker is an agent of the Inquisition. With the strength and skills she learned in the wild, she provides aid to Cullen, reducing the time it takes him to complete operations.

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The Inquisitors Path

In *Dragon Age: Inquisition*, Thedas faces yet another cataclysmic threat as demons pour through rifts in the Fade. It's up to you, the Inquisitor, and your Inquisition to seal these rifts and restore order. This chapter covers the game's critical path story arc, called the Inquisitor's Path. This is a streamlined walkthrough detailing the bare minimum you must do to complete the game. But there's far more to *Dragon Age: Inquisition* than the Inquisitor's Path. So during your play-through, be sure to reference other chapters in the guide as new opportunities arise. In particular, keep the Exploration chapter bookmarked so you're ready to tackle side quests and other activities in each of the game's sprawling locales. This is your Inquisition. How will you lead it?

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The Wrath of Heaven

Frostback Mountains

The Temple of Sacred Ashes was at the heart of the blast that tore open the sky. Reach the temple and see what can be done.

Prologue

Something terrible has happened... and you're the prime suspect. Held in a cell beneath the chantry in Haven, your character is questioned by Seeker Cassandra Pentaghast and Leliana about the events leading up to the explosion at the Temple of Sacred Ashes. The temple was the site of a Conclave attended by many from across Thedas. Almost all attendees were killed in a massive explosion that completely leveled the temple. Among the deceased was none other than Divine Justinia V, leader of the Andrastian Chantry. But there was one survivor—you. Unfortunately, your character has no clear recollection of what happened—this only fuels Cassandra's suspicions. In an effort to refresh your character's memory, Cassandra decides to escort you to a rift while Leliana travels to a forward camp.

Outside the chantry a massive hole in the sky is visible, located just above the ruins of the temple. What could have caused such devastation? Cassandra says they're calling the hole in the sky the Breach. It's a massive rift into the Fade. And apparently this Breach is growing. Cassandra fears it will expand until it swallows the world. There seems to be a direct link between the Breach and the green, glowing mark on your character's hand—a sudden pulse from the Breach causes the mark to emit a painful surge through your character's body. Cassandra feels this mark may be the key to closing the Breach. Are you really responsible for all of this? The inhabitants of Haven seem to think so, casting accusatory glances in your direction as you and Cassandra begin your journey to the Breach.

Journey to the Rift

Following the opening cinematic, you gain control of your character. Accompanied by Cassandra, you're on a stone bridge, not far from Haven. Take a moment to familiarize yourself with the movement and camera controls before approaching the gate at the end of the bridge. As you move forward, Cassandra orders a pair of soldiers to open the gate on the north side, allowing you to access the path to the valley. A new Inquisition icon appears on the compass, indicating the location of your current objective.

Soon after passing through the gate you can access the quest map to gain a greater perspective of the Frostback Mountains. Only the area you've explored appears on the quest map. The rest of the map is shrouded in darkness, representing areas you haven't explored. The more you travel around the locale, the more the map is uncovered. Pan the map to the left to see the Inquisition icon—this is the location of the rift, your current destination. Close the quest map and continue along the path beyond the bridge.

Codex Entries

Sometimes conversations or object interactions unlock a codex entry—the entry for Divine Justinia V is unlocked when Cassandra mentions her soon after passing through the gate at the bridge. These entries offer more background on particular subjects. Whenever a codex entry is unlocked, a notification appears on the left side of the screen—press the accompanying button/key to open the entry and read up on the topic. All unlocked codex entries can also be accessed from the Hero menu—choose the Codex option. There are hundreds of codex entries waiting to be unlocked during your journey, so make an effort to interact with as many objects as possible.

While moving along the path your character's left hand emits a green glow, accompanied by a sharp jab of pain. Cassandra helps your character to their feet and initiates a conversation. Speaking to Cassandra gives you the opportunity get some background information on the current situation. After the conversation continue along the path.

While crossing the next bridge, green bolts of energy fall from the sky, impacting the surrounding landscape. Suddenly, the bridge itself is rocked, causing it to crumble beneath your feet. As your character recovers on the frozen river below, two demon-like creatures, called shades, appear nearby. As Cassandra charges ahead to confront these demons, your character recovers a weapon from the debris of the bridge. The type of weapon you recover depends on what class of character you're playing. But regardless of what kind of weapon your character is wielding, you can help Cassandra fight off the shades.

Combat Primer

Follow the on-screen instructions to perform a basic attack. Hold down the basic attack button/key to continuously strike one of the shades—for best results, focus on Cassandra's target. These enemies are persistent and continue lashing out with savage melee attacks. Keep hitting back with basic attacks until both shades are defeated. Following the battle convince Cassandra that you need a weapon to defend yourself. Regardless of what dialogue options you choose, Cassandra eventually stands down and allows your character to remain armed. Before moving on, consider healing by opening the tactical wheel and consuming a potion—follow the on-screen prompts. You can also loot one of the corpses lying near the ice. This usually yields a helmet you can equip through the inventory screen in the Hero menu.

Tip

Sometimes enemies drop loot, too. Search the remains of the shades to obtain shadow essence, a research item. Later, research items can be turned over to the Inquisition's researcher, Minaeve. Studying these items can reveal an enemy's weaknesses, giving you combat bonuses during future engagements.

Using the compass as your guide, continue following the path to the rift, engaging two more shades along the way. The on-screen tutorials walk you through the basics of combat, including how to lock the camera onto a target and how to trigger class-specific abilities. Using a mix of basic attacks and abilities, defeat the next two shades.

A shade and wraith block the path ahead. Try to engage and defeat the shade first without drawing the attention of the green, glowing wraith. Unlike shades, wraiths rely solely on ranged attacks, often striking from a distance by firing green orbs of energy. They're best defeated with ranged attacks of your own. However, if your character isn't equipped with a staff or bow, you'll need to rely on basic melee attacks to defeat this demon. Once the wraith and shade are defeated, search the west side of the frozen river to obtain some loot from a corpse.

Developer Tip

It pays to venture off the path in Frostback Mountains. I've discovered additional loot tucked away in secluded areas.

— Charlene Czirfusz, Test Ops QA

Wraiths and shades loiter along the path ahead. Try to isolate and engage these enemies in small groups to avoid setting off a large, challenging battle. If possible, draw the first set toward you with ranged attacks, defeating the wraith before attacking the shade. Once the first set is dispatched, approach the next group of demons, consisting of a shade and two wraiths. Once the area is clear, move to the north side of the frozen river to loot another corpse. Backtrack to the steps to the west and continue your journey to the rift.

Fade Rift

Just ahead, the green glow of the rift comes into view. Friendly forces are engaged in combat with several shades. Rush forward and join the fight, helping defeat the shades. After the battle, a cinematic is triggered, introducing Solas and Varric. Solas urges your character to use the mark on your hand to close the rift before more demons come through. This mark has the ability to close Fade rifts. Cassandra theorizes the mark could also be used to close the Breach above the nearby temple. Following proper introductions, Solas and Varric join your party. Jump over the nearby barrier and lead your new party down the adjoining slope. You must regroup with allies at a forward camp before proceeding to the temple.

Reach the Forward Camp

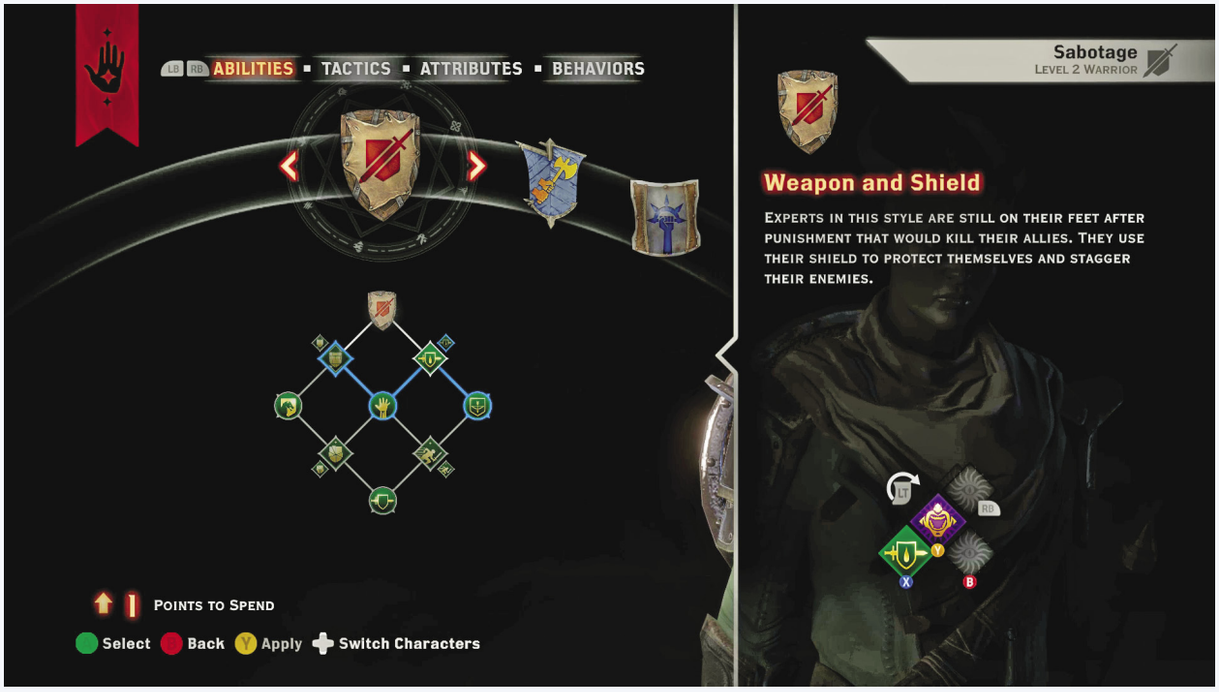
More shades and wraiths appear on the frozen river ahead. Here you're prompted to use the tactical camera. This feature allows you to pause the game and issue specific orders to each party member. If using a ranged weapon, like a staff or bow, stay on the southern banks of the frozen river and help Solas and Varric rain down fire while Cassandra charges ahead. But if you're carrying a melee weapon, join Cassandra on the icy surface to defeat the demons at close range. After the battle, head to cabin on the east side of the riverbank. Feel free to loot the chest inside—you may find something you or your party members could use.

Tip

Before moving out toward the forward camp, take a detour up the hillside to the southwest, beyond the frozen waterfall. This path leads to small alcove occupied by three shades. Work with your party to dispatch these demons, then loot the corpse found here. Afterward, return to the frozen river and continue your journey to the forward camp.

Climb the slope west of the river and engage more demons along the way. The gate outside the forward camp is blocked by another Fade rift guarded by wraiths and shades. Fade rifts are caused by weaknesses in the Veil. Rifts spawn demons, and can only be sealed once all nearby demons are killed. The mark can disrupt the rift and cause damage to enemies. When you're not being attacked, interact with the rift to damage all of the demons. Once all the demons are dead, interact with the Fade rift to close it, using your mark.

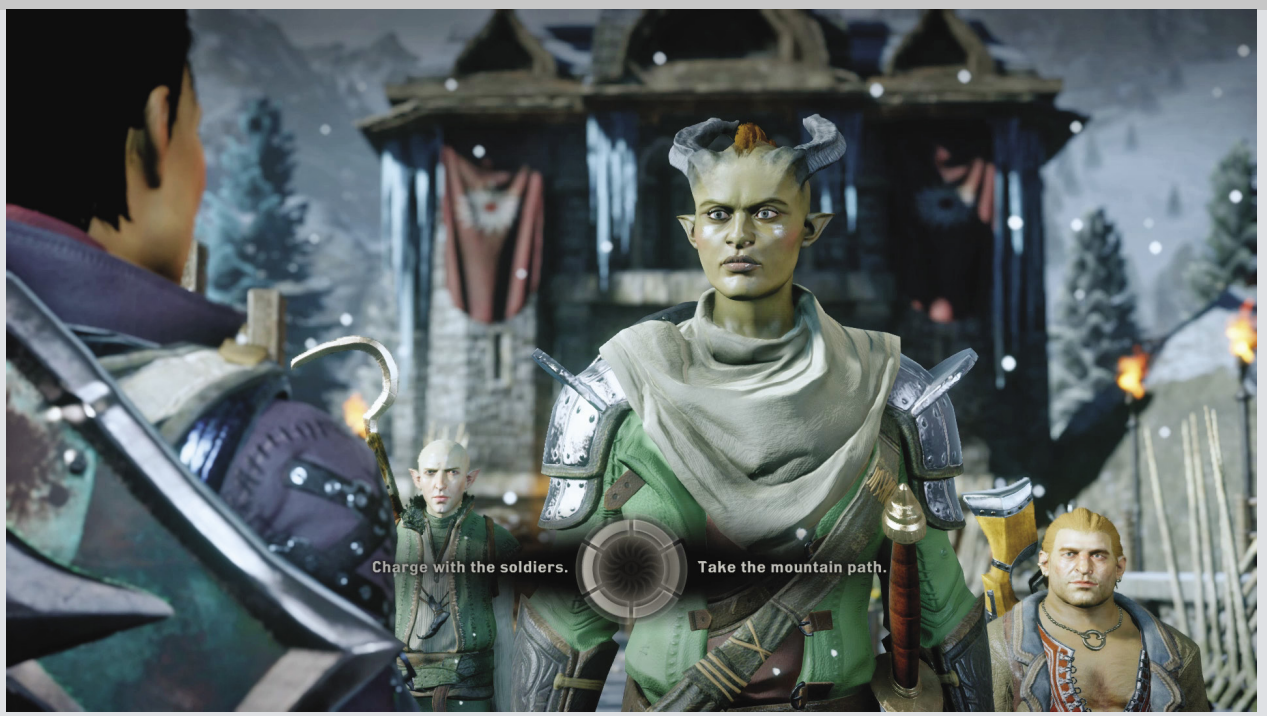
Leveling Up



Closing the rift outside the camp awards your character (and party) enough XP to level up. Each time you level up you get one ability point to spend. From the Hero menu, choose Character Record and select a new ability. Each class has a variety of abilities to choose from. Take your time browsing through the options and determining the best long-term path for your character. The diamond-shaped icons represent active abilities. When selected, active abilities are automatically mapped to a button or key for quick access during combat. Passive abilities, indicated by the circular icons, are not mapped to buttons or keys. Instead, your character automatically benefits from passive abilities—you don't have to do anything. In addition to your character leveling up, your party members have leveled up too. Take a moment to choose new abilities for Cassandra, Varric, and Solas.

After closing the rift, open the gate and enter the forward camp. Interact with the supply cache here to refill your potions. Beyond the supply cache, speak with Leliana, standing near the tent with Chancellor Roderick. The ensuing conversation is rife with accusations, panic, and indecision as Leliana, Roderick, and Cassandra argue over which path to take to the temple. Meanwhile your character is brought to their knees, writhing in pain as the mark is once again illuminated. When Cassandra asks which path you suggest, you have the opportunity to make your first key decision.

Decision Point



There are no win-win decisions in *Dragon Age: Inquisition*. As in all BioWare games, major decisions have consequences you'll have to live with. Furthermore, your decisions may have an impact on relationships, either gaining or losing approval with your party members. This can positively or negatively affect your ability to pursue successfully a romance with certain characters. So reference these Decision Point sidebars to understand the consequences of these major decisions before you make them. If you take the mountain path, as Leliana suggested, you can attempt to find a lost squad of soldiers—but more demons will come through the breach and kill innocent people. If you choose Cassandra's option and charge with the soldiers, you'll reach the temple faster, but more soldiers will die in the process. As the following table shows, you'll gain approval with Varric if you choose the mountain path—but you'll lose approval from Cassandra. The opposite is true if you choose to charge with the soldiers—Solas remains neutral during this decision.

Approval: Path to the Temple

Party Member	Mountain Path	Charge with Soldiers
Cassandra	↓	↑ ↑
Solas	—	—
Varric	↑ ↑	—

Note

While you can flirt with nearly every major character in the Inquisition, you can pursue a romance with only one of them. Before you set your sights on anyone in particular, make sure your potential love interest is compatible with your race and gender. For more information on romancing specific characters, reference the Party Members and War Council chapters.

The Mountain Path

The mountain path is steep, requiring your party to traverse a series of three ladders before gaining access to an old mining tunnel. Fight through the shades and wraiths in the tunnel. Try leading with Cassandra, using her Challenge ability to taunt the enemies, causing them to attack her instead of the others. You can also play as Solas or Varric. At the tunnel's exit you find the remains of three soldiers—but this isn't all of them. Continue along the snowy path until you spot another Fade rift, where the surviving soldiers are fighting off several demons. Rush forward and join the fight, defeating the first wave of demons.

After eliminating the first wave of enemies, prepare for a second wave emerging from the Fade, consisting of one terror. These tall, creepy demons are extremely dangerous, and deserving of your entire party's attention. Terrors inflict heavy damage with their melee and area-of-effect attacks. Taunt the terror using Cassandra while the rest of your party members (and the soldiers) assist. Little by little the terror's health is depleted until it is dead. Take this moment to close the Fade rift. The soldiers are grateful for your decision to take the mountain path—surely they would've perished if you didn't come this way. After speaking with the soldiers, descend a couple of ladders nearby and proceed to the temple.

Charge with the Soldiers

This path leads directly into the temple's main entrance, where another Fade rift has spawned more demons. Commander Cullen and his men are busy fighting off more demons, so give them a hand. Upon approaching the rift, engage the tactical camera. Move the circular targeting reticle around the battlefield to highlight different enemies. This reveals the enemy's name, level, and health. In some cases it may show vulnerabilities and applied status effects. The usual mix of shades and wraiths surrounds the rift. Send Cassandra into close range to battle these enemies while Solas and Varric attack from a distance—preferably from the ledge to the east. If your character has a ranged weapon, stay put with Varric and Solas. Otherwise, charge into the heat of the battle with Cassandra. The idea is to keep Varric and Solas out of harm's way. Using Cassandra's Challenge taunt ability draws enemies toward her, an ideal tactic for keeping enemies away from Varric and Solas.

Following the first wave of enemies, prepare for a single terror, emerging from the rift. These tall, creepy demons are extremely dangerous, and deserving of your entire party's attention. Terrors inflict heavy damage with their melee and area-of-effect attacks. Taunt the terror using Cassandra while the rest of your party members (and Cullen's men) assist. Keep hitting the terror over and over until it's down for good. Now, close the Fade rift using your character's mark. After a brief conversation with Cullen and Cassandra, proceed into the temple... or what's left of it.

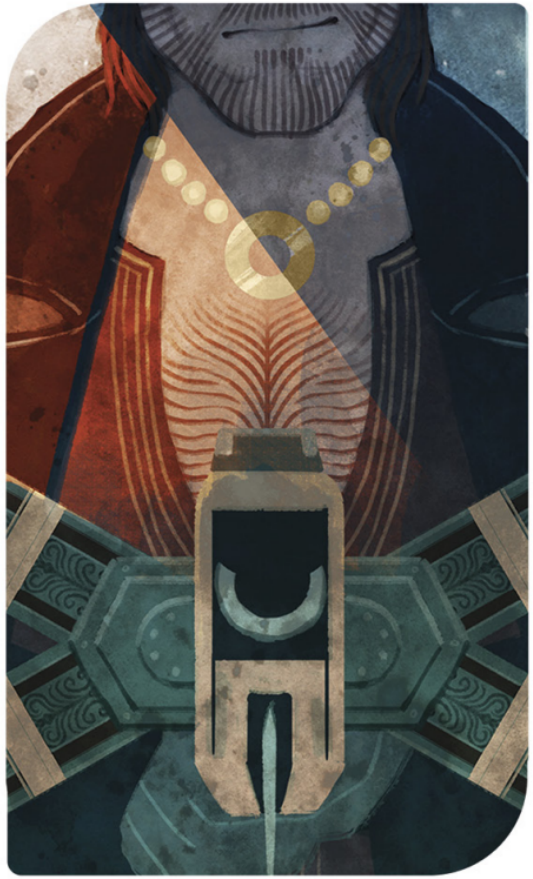
The Breach

Here your party meets up with Leliana as the Breach looms high above. Just below the Breach is another rift. Solas suggests that sealing this rift may be the key to closing the Breach. Follow the path on the west side of the temple to reach the rift. Along the way Varric is unsettled by the presence of red lyrium—after what transpired in Kirkwall, his uneasiness is understandable. The perimeter path leads to a shallow ledge leading down to the rift. Before stepping off the ledge, consider healing your party with potions and equipping new weapons. Fire-based weapons and spells will come in handy for the fight ahead.

When you reach the floor of the temple, voices can be heard emanating from the rift. A transparent vision above the temple floor replays the events leading up to the explosion during the Conclave. Apparently some malicious entity was holding Divine Justinia V captive when your character intervened. Cassandra seems surprised and confused by this revelation, but there are other matters to attend to. Solas reports that the rift is closed but not sealed. He suggests using the mark to open it. But that will likely draw more demons. As your character reaches out with the mark, the rift is opened, drawing forth a massive pride demon.

Pride Demon Battle

Immediately following the cinematic, begin attacking the pride demon. Make note of the gray bars covering the pride demon's health meter. These armor-like icons represent the pride demon's guard. When an enemy (or ally) builds up its guard, it can't be injured. In a sense, this guard serves as a secondary health meter. Before you can inflict damage on an enemy's health, you must first eliminate the guard. Fortunately, disrupting the Fade rift with the mark can temporarily eliminate the pride demon's guard. So approach the rift and interact with it to cause a disruption. This stuns the pride demon, making it vulnerable to attacks. While the pride demon attempts to recover, hit it with everything you have, slowly depleting its exposed health meter. But watch out for more demons pouring out of the rift—use Cassandra's Challenge to draw their attention. Eliminate the shades swarming your party and then resume your attack on the pride demon. When the pride demon has restored its guard, disrupt the Fade rift again. Keep disrupting the Fade rift and attacking the pride demon while it's vulnerable until its health is fully depleted. Once the pride demon and all shades are eliminated, close the Fade rift. This triggers a massive surge of energy to shoot skyward. Yet the Breach in the sky remains.



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The Threat Remains

Haven 1

A chantry cleric named Mother Giselle is tending to refugees in the Ferelden Hinterlands near Redcliffe. Leliana believes she may be sympathetic to the Inquisition's cause.

Following the events at the Temple of Sacred Ashes, your character regains consciousness in a cozy cabin back in Haven. An elf servant informs you that three days have past since you closed the rift at the temple. And while the Breach is still present, it has stopped growing, just like the mark on your hand. The servant then mentions that Cassandra would like to see you in the chantry. Before heading for the chantry, take a moment to get your bearings. There's a small box on the floor you can loot as well as a note on the desk you can read, unlocking another codex entry.

The Inquisition Reborn

The chantry is located on the south side of Haven. Open the doors to the chantry and proceed to the room at the back of the structure—this is the war room, where the Inquisition's war council meets. As soon as you pass through the door, Chancellor Roderick demands that you be chained and prepared for trial. But Cassandra comes to your immediate defense—she feels you've been sent by the Maker. You can choose to go along with Cassandra's assumptions or dismiss the notion. In any case, Cassandra is convinced you have been sent here for a reason. Despite Roderick's protests Cassandra reinstates the Inquisition of old, vowing to close the Breach and restore order, with or without the support of the Chantry. After Roderick storms off you have the opportunity to question Cassandra and Leliana about the origins of the Inquisition. Agree to help to conclude the conversation and initiate the game's opening cinematic, showing word of the Inquisition spreading across Thedas.

Following the opening cinematic, Cassandra introduces you to the Inquisition's advisors: Josephine, Cullen, and Leliana. While all the advisors are unified behind the cause of the Inquisition, there is some disagreement over which faction can offer the most support. Leliana suggests courting the rebel mages, while Cullen feels the templars are the better option. But Josephine is quick to point out that neither faction has a favorable view of the Inquisition—that must change if you wish to gain their support. Meanwhile, the Chantry has declared you a heretic. Still, Mother Giselle, a Chantry cleric, has requested to speak to you. She can be found in the Hinterlands, near Redcliffe. Cullen and Josephine suggest expanding the Inquisition's influence while you're there.

The War Table

Before you can travel to the Hinterlands, you must first perform a scouting operation on the war table. Completing scouting operations unlocks new areas to explore. The war table allows you to apply the power of the Inquisition throughout Orlais and Ferelden. Power is obtained by completing critical path plots, establishing camps, closing Fade rifts, capturing keeps, finding all landmarks in a locale, or by defeating high dragons. You currently have one power, just enough to scout the Hinterlands. Select Ferelden on the war table and then choose the Scout the Hinterlands option. Next, choose the advisor you wish to conduct the scouting operation—Leliana is the only advisor available for this particular one. This triggers a cinematic showing Harding, a scout, establishing a foothold for the Inquisition in the Hinterlands.

Missions

After the scouting operation, the war table is now open for missions. These operations take time and bring the Inquisition resources and rewards. Missions can only be conducted by Josephine, Cullen, or Leliana. Take time to read the details of each available mission and determine the best advisor for the job. Josephine is a diplomat and relies on connections and influence to complete her tasks. Leliana is a spy master and utilizes her network of agents to collect information. Cullen, a former templar, leads the Inquisition's army and relies on displays of force. Each mission shows how much time it takes for an advisor to complete the task. Generally, the advisor who can complete the operation quickest is usually the best choice for the job. However, rewards differ based on the advisor you select. For now, assign the advisors to the following missions:

Initial Missions

Advisor	Mission	Completion Time	Reward
Josephine	Gather Coin	0:48:00	Gold
Leliana	Hard in Hightown 3: Varric's Revenge	0:12:00	Sturdy Bianca Grip
Cullen	The Teyrn of Highever	0:12:00	Topaz

These particular missions only take a few minutes of game time to complete. After 12 minutes you can come back to the war table and issue new missions for Leliana and Cullen—Josephine's mission will take a bit longer to complete. A message appears on-screen when each mission is complete. Make frequent visits to the war table to keep your advisors busy.

Note

When it comes to missions, sometimes the fastest advisor isn't always the best. Read the mission details carefully before determining which advisor is best suited for the outcome you desire, regardless of completion time.

Exploring Haven

After completing the scouting operation on the war table, you can travel directly to the Hinterlands with your party and seek out Mother Giselle. However, it's highly recommended to spend some time exploring Haven and completing a few side quests. These quests serve as tutorials, familiarizing you with some basic gameplay concepts. So take a few minutes to complete the following optional side quests before leaving Haven.

! Haven's Best and Brightest

Quest Giver: N/A

Description: Even in these trying times, good help is not so hard to find. Explore Haven and meet some of the Inquisition's crafting masters.

Requirements: Available after meeting the war council

Reward: 50 XP

Recommended Level: 2

Objectives:

- Speak with the smith.
- Speak with the quartermaster.
- Speak with the apothecary.

This quest is available immediately after the game's opening cinematic ends. Start by speaking to the blacksmith, Harritt. He's located outside Haven's main gate. Harritt is the one who crafted the new armor you're currently wearing. Here you can craft new weapons and armor as well as modify existing equipment. Question Harritt about different aspects of his job to unlock two more quests: The Right Armor and Piece by Piece. These two quests can be completed here.

Adan, the apothecary, is on the west side of Haven, not far from Solas. He had a hand in your recovery following the incident at the temple. Adan is responsible for supplying the Inquisition with potions. You can come here to craft new potions using recipes and herbs. You can get the Passing Notes and Mixing Potions quests by speaking to Adan.

Next, speak to Threnn, the quartermaster, near the tent outside the chantry. She's responsible for fulfilling requisitions. She has prepared a list of items the Inquisition needs—find some iron and a logging site to complete the Requisition for Weapons quest. Return to the table next to Threnn to complete requisitions.

! The Right Armor

Quest Giver: Harritt in Haven

Description: With the right materials, Haven's blacksmith can craft some pretty decent armor.

Requirements: Available after completing Haven's Best and Brightest

Reward: New armor

Recommended Level: 2

Objectives:

- Have some armor made.

Before you can craft some armor, you need to gather raw materials. Usually these items can be found in the wild during your journey. Fortunately, Harritt has a stash of materials nearby. Loot the crate next to the Craft Armor table—this will give you enough material to create some armor. Next, interact with the Craft Armor table. Armor is crafted using a schematic and raw materials. The schematic determines the appearance and potential power of the crafted armor, while the materials determine the specific stats and powers of the armor. Using the provided schematic and materials, craft a new piece of armor to complete the quest. Don't forget to equip the new armor.

Piece by Piece

Quest Giver: Harritt in Haven

Description: The blacksmith can also improve existing armor.

Requirements: Available after completing Haven's Best and Brightest

Reward: Modified armor

Recommended Level: 2

Objectives:

- Modify some armor.

While you're still at the blacksmith's, take a moment to complete this simple quest. Start by looting the crate next to the Craft Weapons table. Inside is an armor upgrade. Next, go to the Modify Armor table. Upgrading armor adds the upgrade's stats to the armor's stats while also altering the armor's appearance. Choose the armor you wish to upgrade, preferably the armor you just crafted. Each piece of armor has two upgrade slots: arms and legs. Apply the upgrade you just retrieved from the crate, then select Confirm Changes to complete the process. Upgrades aren't permanent. They can be removed and applied to other armor. So before selling armor (or weapons), make sure you've removed any upgrades you wish to keep.

Passing Notes

Quest Giver: Adan in Haven

Description: Some technical notes were found while exploring Haven. They look like someone named Taigen put a lot of work into them.

Requirements: Available after scouting the Hinterlands

Reward: 100 XP, Regeneration Potion Recipe

Recommended Level: 2

Objectives:

- Find Taigen's notes.
- Return the notes to Adan.

This quest is available after choosing the "Need any help?" conversation option while speaking to Adan—you can do this while completing the Haven's Best and Brightest quest. Adan needs some help finding Master Taigen's notes. Apparently Taigen was working on something special before he died at the Conclave. After speaking with Adan and selecting the quest, go to the purple mark on the quest map. As you near this area, a pulsing blue ring appears around the compass, indicating the presence of a hidden object. Press the button/key shown on-screen to begin searching. Once you initiate a search, a gold ring-like radius emanates from your character's feet. But the ring isn't uniform—it glows brighter along one edge, indicating the direction of the hidden object. Continue searching, using this indicator to move closer and closer to the hidden object. When you initiate a search next to the object, it finally appears on the ground, allowing you to retrieve it. Take Taigen's notes to Adan. In return he gives you access to a new potion recipe. You can now complete the Mixing Potions quest.

Tip

In addition to revealing hidden objects, conducting searches also causes nearby interactive objects to glow for a short time. This is a great way to quickly locate herbs, minerals, and loot stashes.

Mixing Potions

Quest Giver: Adan in Haven

Description: A recovered recipe can be used to mix a potion at a loadout station. There, the potion can also be equipped or replenished. Potion loadout stations are found in the Inquisition's base of operations or at any claimed camp.

Requirements: Available after completing Passing Notes

Reward: 44 XP, 40 Influence

Recommended Level: 2

Objectives:

- Visit a potion loadout station.

Immediately after completing the Passing Notes quest, interact with the Equip Potions table next to Adan. This gives you access to your Potion Belt menu. Here you can assign or replenish potions for different party members. Healing potions, at the top of the radial, are replenished for free automatically. But all other potions require herbs to replenish them. Select the empty potion slot on the radial and assign the regeneration potion to it. It requires one elfroot to create each regeneration potion—replenish this potion to craft it from existing elfroot. If you don't have any elfroot, it can be acquired outside of Haven—it's by far the most common herb in the game and easy to find in multiple locales. Exit the Potion Belt menu to complete the quest.

! Know Thy Enemy

Quest Giver: N/A

Description: Some items recovered in battle may later be worth studying.

Requirements: Available after scouting the Hinterlands

Reward: 44 XP, 40 Influence

Recommended Level: 2

Objectives:

- Give Minaeve an item to research.

Minaeve is the Inquisition's researcher. You'll find her in Josephine's chamber within the chantry. Interact with the table next to Minaeve to deposit a research item. Research items can be looted from some fallen enemies following a battle. If you didn't retrieve any research items during your advance to the Temple of Sacred Ashes, you'll need to come back later and complete this quest.

! Requisition for Weapons

Quest Giver: Threnn in Haven

Description: With the right materials found, weapons for the Inquisition can be requisitioned through the quartermaster.

Requirements: Available after scouting the Hinterlands

Reward: 1 Power

Recommended Level: 2

Objectives:

- Locate weapon materials (five iron deposits and one logging stand).

- Fill the requisition.

After you speak to Threnn during Haven's Best and Brightest, this quest is automatically added to your list. As the quartermaster, Threnn is responsible for supplying the Inquisition with the materials necessary to outfit soldiers. Right now, she needs iron and wood, acquired from a logging stand. Exit Haven and head north, searching along the eastern banks of the frozen lake. Deposits of iron can be retrieved from the large boulders here—conduct a search to make nearby iron deposits glow. From the lake, head east, into the forest, to locate three piles of wood—this will make a fine spot for a logging stand. Interact with the spot amidst these piles of wood to plant a flag, claiming the logging stand for the Inquisition.

Once you've found five iron deposits and claimed the logging stand, return to the Requisition table back in Haven. Interact with the table to fill the requisition for weapons. This functions similarly to crafting weapons or armor, utilizing a schematic. Select the Requisition Weapons schematic, then assign the iron and logging stand to the proper slots to complete the requisition. Requisitions are common in all locales, requiring you to find a variety of materials. Completing a requisition grants the Inquisition one power, which can be spent on the war table.

Tip

Before leaving for the Hinterlands, consider returning to the war room and assigning Cullen, Leliana, and Josephine to new missions. They've likely completed their previous assignments. Make frequent visits to the war room to keep your advisors busy.

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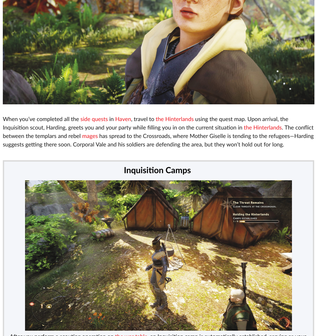
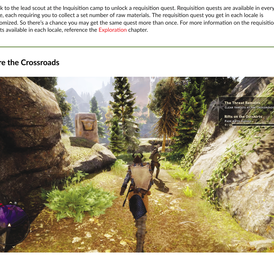


When you've completed all the side quests in Haven, travel to the Hinterlands using the quest map. Upon arrival, the Inquisition scout, Harding, greets you and your party while filling you in on the current situation in the Hinterlands. The conflict between the templars and rebel mages has spread to the Crossroads, where Mother Giselle is tending to the refugees—Harding suggests getting there soon. Corporal Vale and his soldiers are defending the area, but they won't hold out for long.

Inquisition Camps

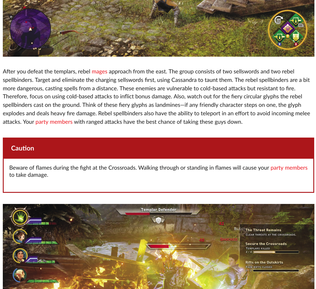


After you perform a scouting operation on the war table, an Inquisition camp is automatically established, serving as your entry point into the locale. At camps you can rest, fill requisitions, equip potions, and change companions. Camps also serve as fast travel points. Establish more camps throughout the Hinterlands and other locales. One power is rewarded for each new camp you establish—this is by far the easiest method to gain power. Camps can only be established at predetermined locations. View the quest map to see these campsites—you can establish five additional camps in the Hinterlands.

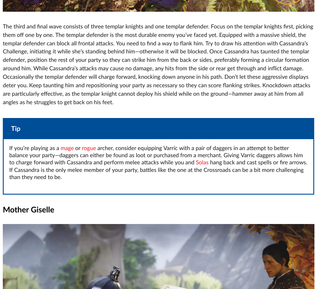
Note

Speak to the lead scout at the Inquisition camp to unlock a requisition quest. Requisition quests are available in every locale, each requiring you to collect a set number of raw materials. The requisition quest you get in each locale is randomized. So there's a chance you may get the same quest more than once. For more information on the requisition quests available in each locale, reference the Exploration chapter.

Secure the Crossroads



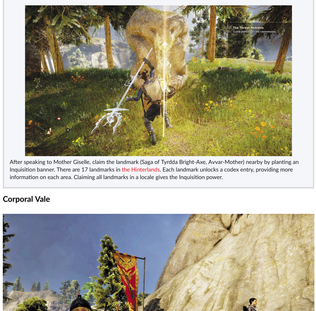
Lead your party to the Crossroads, moving along the trail to the north. As you approach the Crossroads, Corporal Vale and his Inquisition soldiers are under attack by a group of three templar knights and engage the tactical camera and take a moment to plan your attack. Templar knights perform similar to shades, relying solely on melee attacks to dish out damage. But unlike shades, they have the ability to block incoming melee attacks. Use Cassandra's Challenge to taunt them, then attack from a distance with Solas and Varric.



After you defeat the templars, rebel mages approach from the east. The group consists of two sellswords and two rebel spellbinders. Target and eliminate the charging sellswords first, using Cassandra to taunt them. The rebel spellbinders are a bit more dangerous, casting spells from a distance. These enemies are vulnerable to cold-based attacks but resistant to fire. Therefore, focus on using cold-based attacks to inflict bonus damage. Also, watch out for the fiery circular glyphs the rebel spellbinders cast on the ground. Think of these fiery glyphs as landmines—if any friendly character steps on one, the glyph explodes and deals heavy fire damage. Rebel spellbinders also have the ability to teleport in an effort to avoid incoming melee attacks. Your party members with ranged attacks have the best chance of taking these guys down.

Caution

Beware of flames during the fight at the Crossroads. Walking through or standing in flames will cause your party members to take damage.

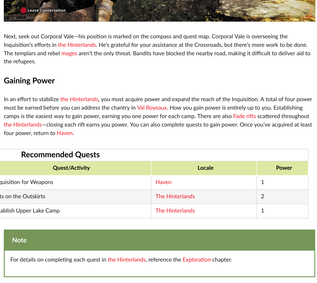


The third and final wave consists of three templar knights and one templar defender. Focus on the templar knights first, picking them off one by one. The templar defender is the most durable enemy you've faced yet. Equipped with a massive shield, the templar defender can block all frontal attacks. You need to find a way to flank him. Try to draw his attention with Cassandra's Challenge, initiating it while she's standing behind him—otherwise it will be blocked. Once Cassandra has taunted the templar defender, position the rest of your party so they can strike him from the back or sides, preferably forming a circular formation around him. While Cassandra's attacks may cause no damage, any hits from the side or rear get through and inflict damage. Occasionally the templar defender will charge forward, knocking down anyone in his path. Don't let these aggressive displays deter you. Keep taunting him and repositioning your party as necessary so they can score flanking strikes. Knockdown attacks are particularly effective, as the templar knight cannot deploy his shield while on the ground—hammer away at him from all angles as he struggles to get back on his feet.

Tip

If you're playing as a mage or rogue archer, consider equipping Varric with a pair of daggers in an attempt to better balance your party—daggers can either be found as loot or purchased from a merchant. Giving Varric daggers allows him to charge forward with Cassandra and perform melee attacks while you and Solas hang back and cast spells or fire arrows. If Cassandra is the only melee member of your party, battles like the one at the Crossroads can be a bit more challenging than they need to be.

Mother Giselle



After defeating the templars and rebel mages at the Crossroads, your character strikes up a conversation with Mother Giselle. Despite her position as a Chantry cleric, Mother Giselle does not agree with the Chantry's denouncement of you. She suggests seeking an audience with the remaining clerics and convincing them that you're not a threat. In the meantime, Mother Giselle will go to Haven and supply Leliana with the names of Chantry clerics who will agree to meet with you.

Landmarks

After speaking to Mother Giselle, claim the landmark (Saga of Tyrdda Bright-Axe, Avvar-Mother) nearby by planting an Inquisition banner. There are 17 landmarks in the Hinterlands. Each landmark unlocks a codex entry, providing more information on each area. Claiming all landmarks in a locale gives the Inquisition power.

Corporal Vale

Next, seek out Corporal Vale—his position is marked on the compass and quest map. Corporal Vale is overseeing the Inquisition's efforts in the Hinterlands. He's grateful for your assistance at the Crossroads, but there's more work to be done. The templars and rebel mages aren't the only threat. Bandits have blocked the nearby road, making it difficult to deliver aid to the refugees.

Gaining Power

In an effort to stabilize the Hinterlands, you must acquire power and expand the reach of the Inquisition. A total of four power must be earned before you can address the chantry in Val Royeaux. How you gain power is entirely up to you. Establishing camps is the easiest way to gain power, earning you one power for each camp. There are also Fade rifts scattered throughout the Hinterlands—closing each rift earns you power. You can also complete quests to gain power. Once you've acquired at least four power, return to Haven.

Recommended Quests

Quest/Activity	Locale	Power
Requisition for Weapons	Haven	1
Rifts on the Outskirts	The Hinterlands	2
Establish Upper Lake Camp	The Hinterlands	1

Note

For details on completing each quest in the Hinterlands, reference the Exploration chapter.

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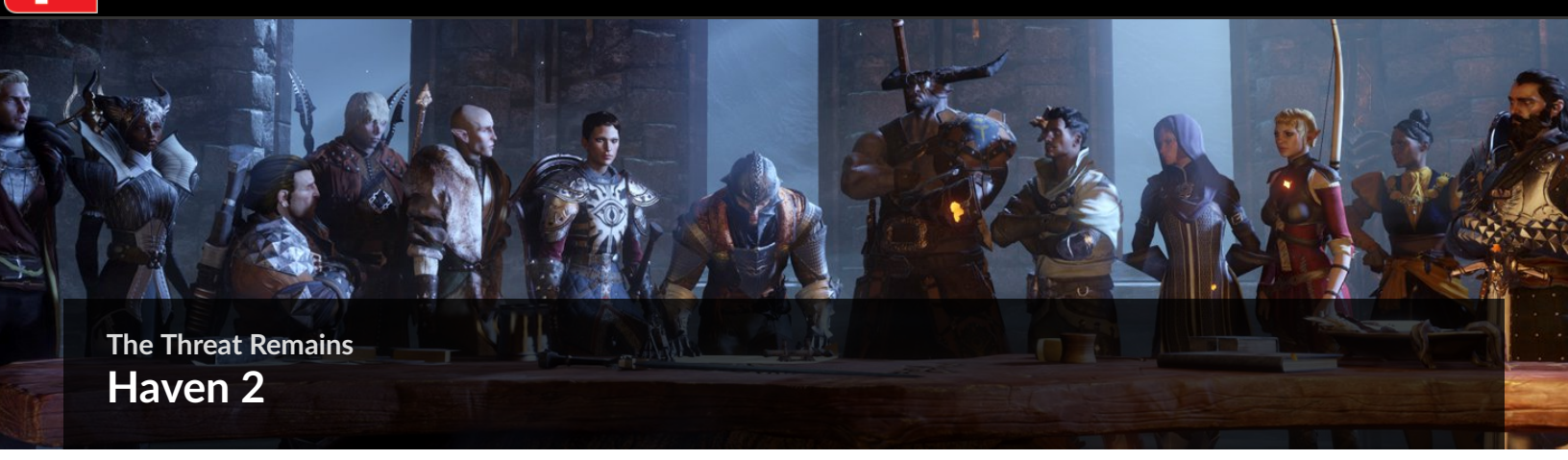

The Threat Remains

Haven 2

Now that you have enough power to address the clerics in Val Royeaux, head for the war council room in the chantry. Outside the chantry an angry crowd has gathered—templars accuse mages of being involved in the Divine's death. Cullen does his best to defuse the situation, but it's clear there's still friction between the few templars and mages who have joined the Inquisition. Chancellor Roderick's pessimism doesn't help matters. Speak to Cullen and do your best to ease Roderick's concerns regarding the Chantry's support of the Inquisition.

Inside the chantry take a moment to speak to Mother Giselle—as promised, she has come to Haven. To unlock a new requisition quest, Lotus and Root, ask her if you can help with anything. Her healers need more supplies (five blood lotuses and five elfroots) to aid the wounded. After speaking to Mother Giselle, turn in any research items you've collected in the Hinterlands to Minaeve—if you haven't already, this completes the Know Thy Enemy side quest, netting you 50 XP. Make a habit of turning in research items each time you come back to Haven. Researching items looted from particular enemies can give you a bonus in combat when facing the same enemies in the future.

Inquisition Perks

Finally, enter the war room. By now the Inquisition has gained some influence, earning one Inquisition perk. These perks are special training provided by those who have joined the Inquisition. There are four different categories of perks: Forces, Secrets, Connections, and Inquisition. Browse through all four categories to view the available perks. Not all perks are immediately available—most are locked. As you obtain perks in a single category, more perks within that same category are unlocked. So think long term and determine which locked perks will benefit your Inquisition in the future. For more information on Inquisition perks, reference the War Council chapter.

Tip

Look for opportunities to recruit agents for the Inquisition. Most agents unlock a unique perk. Reference the War Council and Exploration chapters for more information on Inquisition agents.

The Chantry Remains

After selecting a perk, choose new operation assignments for the advisors. Next, choose Orlais on the war table. A pulsing green rift icon appears over Val Royeaux, indicating the critical path. Select The Chantry Remains operation, spending the four power you've acquired. There's some disagreement among the war council regarding this approach. But Cassandra convinces them that it's the Inquisition's only move. Confirm the operation and prepare for immediate departure to Val Royeaux.

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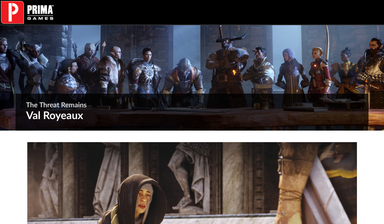
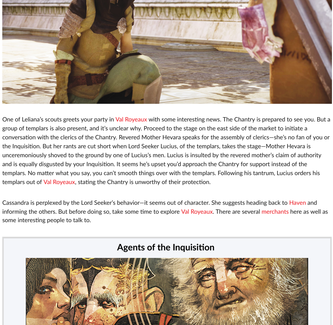


The Threat Remains

Val Royeaux



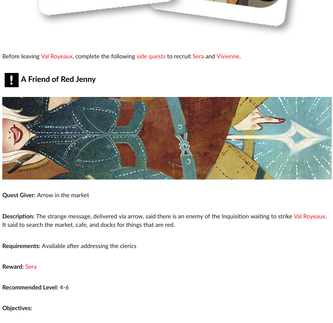
One of Leliana's scouts greets your party in Val Royeaux with some interesting news. The Chantry is prepared to see you. But a group of templars is also present, and it's unclear why. Proceed to the stage on the east side of the market to initiate a conversation with the clerics of the Chantry. Revered Mother Hevara speaks for the assembly of clerics—she's no fan of you or the Inquisition. But her rants are cut short when Lord Seeker Lucius, of the templars, takes the stage—Mother Hevara is unceremoniously shoved to the ground by one of Lucius's men. Lucius is insulted by the revered mother's claim of authority and is equally disgusted by your Inquisition. It seems he's upset you'd approach the Chantry for support instead of the templars. No matter what you say, you can't smooth things over with the templars. Following his tantrum, Lucius orders his templars out of Val Royeaux, stating the Chantry is unworthy of their protection.

Cassandra is perplexed by the Lord Seeker's behavior—it seems out of character. She suggests heading back to Haven and informing the others. But before doing so, take some time to explore Val Royeaux. There are several merchants here as well as some interesting people to talk to.

Agents of the Inquisition

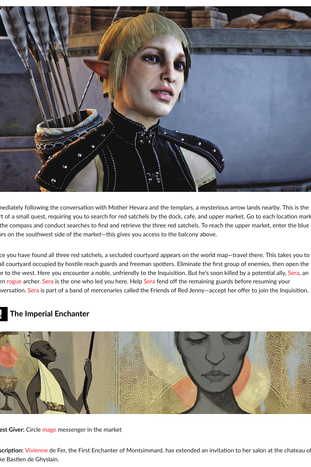
Locate Belle, a merchant, on the east side of the market. Belle is happy the Inquisition is doing something about restoring order, and she wants to do her part. Accept Belle's offer to join the Inquisition to gain one power. As an agent, Belle unlocks the Barter Belle perk, reducing the amount of time it takes Josephine to complete her missions by 5 percent. During your journeys look for more opportunities to recruit agents into the Inquisition. Reference the War Council and Exploration chapters for more information on agents.

Game Informer



As you prepare to leave Val Royeaux, you're approached by Grand Enchanter Fiona, leader of the rebel mages. She extends an invitation to Redcliffe in the Hinterlands, suggesting an alliance with the mages could be mutually beneficial. It's time to head back to Haven and discuss this option with the war council.

New Recruits: Sera and Vivienne



Before leaving Val Royeaux, complete the following side quests to recruit Sera and Vivienne.

A Friend of Red Jenny

Quest Giver: Arrow in the market

Description: The strange message, delivered via arrow, said there is an enemy of the Inquisition waiting to strike Val Royeaux. It said to search the market, cafe, and docks for things that are red.

Requirements: Available after addressing the clerics

Reward: Sera

Recommended Level: 4-6

Objectives:

- Examine the message.
- Search by the dock.
- Search in the cafe.
- Search the upper market.
- Fend off the guards.

Immediately following the conversation with Mother Hevara and the templars, a mysterious arrow lands nearby. This is the start of a small quest, requiring you to search for red satchels by the dock, cafe, and upper market. Go to each location marked on the compass and conduct searches to find and retrieve the three red satchels. To reach the upper market, enter the blue doors on the southwest side of the market—this gives you access to the balcony above.

Once you have found all three red satchels, a secluded courtyard appears on the world map—travel there. This takes you to small courtyard occupied by hostile reach guards and freeman spotters. Eliminate the first group of enemies, then open the door to the west. Here you encounter a noble, unfriendly to the Inquisition. But he's soon killed by a potential ally, Sera, an elven rogue archer. Sera is the one who led you here. Help Sera fend off the remaining guards before resuming your conversation. Sera is part of a band of mercenaries called the Friends of Red Jenny—accept her offer to join the Inquisition.

The Imperial Enchanter

Quest Giver: Circle mage messenger in the market

Description: Vivienne de Fer, the First Enchanter of Montsimmard, has extended an invitation to her salon at the chateau of Duke Bastien de Ghyslain.

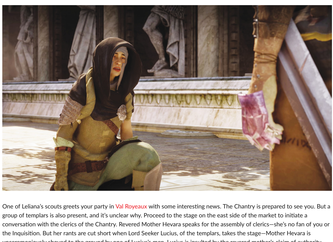
Requirements: Available after addressing the clerics

Reward: Vivienne

Recommended Level: 4-6

Objectives:

- Attend the salon.



Speak to the messenger in Val Royeaux's market to receive an invitation from Vivienne de Fer, a well-connected mage in Orlais. The invitation adds the Ghyslain Estate to the world map—travel there. Upon entering the chateau, you're rudely greeted by a marquis who has nothing kind to say about the Inquisition. But he's soon set straight by Vivienne—she even allows you to choose the marquis's fate. After introducing herself, Vivienne gets to the point. As the leader of the last loyal mages of Thedas, she feels compelled to join the Inquisition. Feel free to ask Vivienne more questions, but at the end of the conversation, welcome her aboard—she is a powerful ally, both on and off the battlefield.

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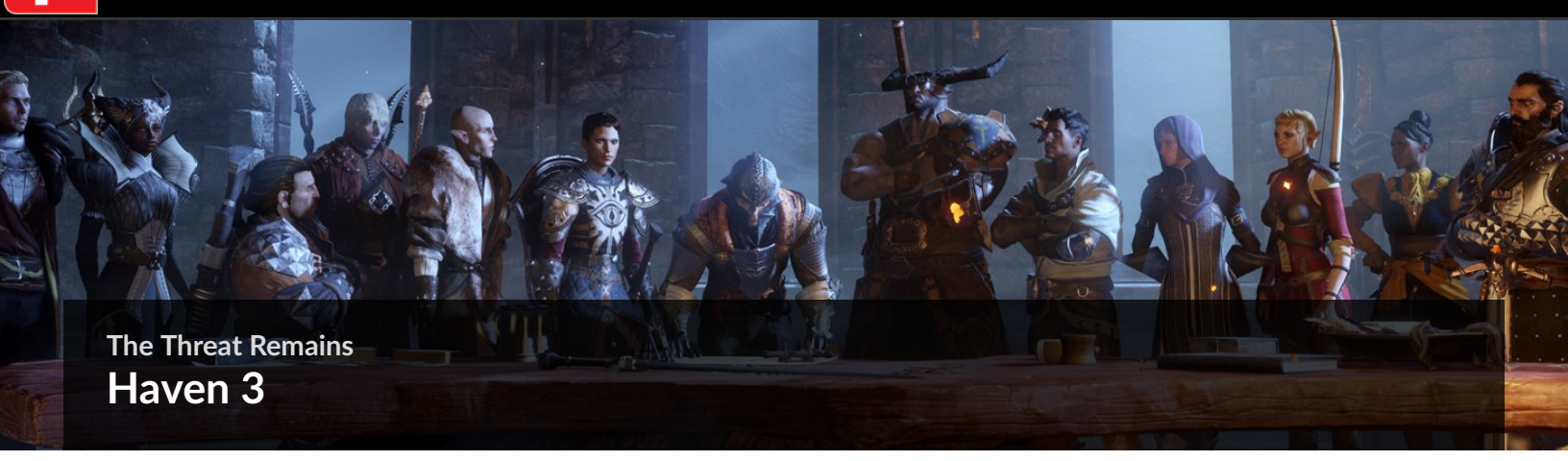


The Threat Remains

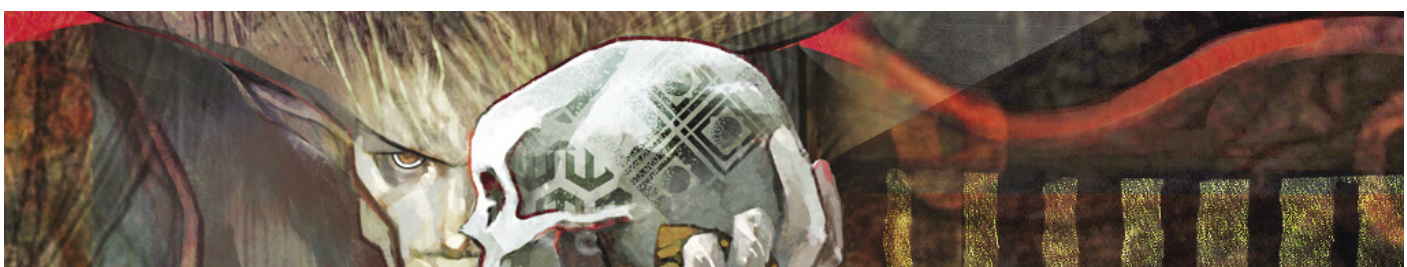
Haven 3

Head directly to the chantry to initiate a conversation with members of the war council. The Inquisition has come to a crossroads and a decision must be made soon—will the Inquisition side with the rebel mages or templars? But this decision can't be made just yet. You must acquire more power. Following the conversation, Leliana approaches you and tells you of a Grey Warden sighting in the Hinterlands. His name is Blackwall, and he may know more about the sudden disappearance of the Grey Wardens. Leliana feels the timing of their disappearance is suspicious given the tragic events at the Conclave. After speaking to Leliana, wrap up anything else you need to do in Haven and then travel to the Hinterlands. This time you can choose to bring Sera and Vivienne along with you.

New Recruit: The Iron Bull

Before leaving Haven, speak with Krem, standing outside the chantry. He informs you that Tevinter mercenaries have arrived in the Storm Coast. Krem invites you to meet with his commander, Iron Bull, in the Storm Coast. If you don't have enough power to scout the Storm Coast, consider doing so later. Iron Bull can be recruited at any point during your adventure after this.

! The Captain of the Chargers



Quest Giver: Krem in Haven

Description: A Qunari warrior known as the Iron Bull is offering aid for the Inquisition from his mercenary company, the Bull's Chargers.

Requirements: Available after returning from Val Royeaux

Reward: Iron Bull

Recommended Level: 4-6

Objectives:

- Meet Iron Bull at the Storm Coast.

Before you can go to the Storm Coast, you must first scout it on the war table, costing five power. When arriving at the Storm Coast head northwest to find Iron Bull and his Chargers engaged in battle against several Tevinter zealots. Once your party arrives, the enemies are outnumbered—help Iron Bull and the Chargers mop up the rest. Following the battle, Iron Bull strikes up a conversation, offering his group's services to the Inquisition. But he also reveals he's working for the Ben-Hassrath, the Qunari secret police. As an agent of the Ben-Hassrath, Iron Bull is tasked with keeping an eye on the Inquisition—the Qunari have a vested interest in closing the Breach. In return, he offers to share Ben-Hassrath information with the Inquisition. If you agree with Iron Bull's terms, ask him to join the Inquisition.

Note

If you chose to go to the Storm Coast to recruit the Iron Bull, take some time exploring the locale and completing quests, like Cleaning House. It doesn't take long to earn back the five power it cost you to scout the locale. Reference the Exploration chapter for a complete rundown of all activities available in the Storm Coast.

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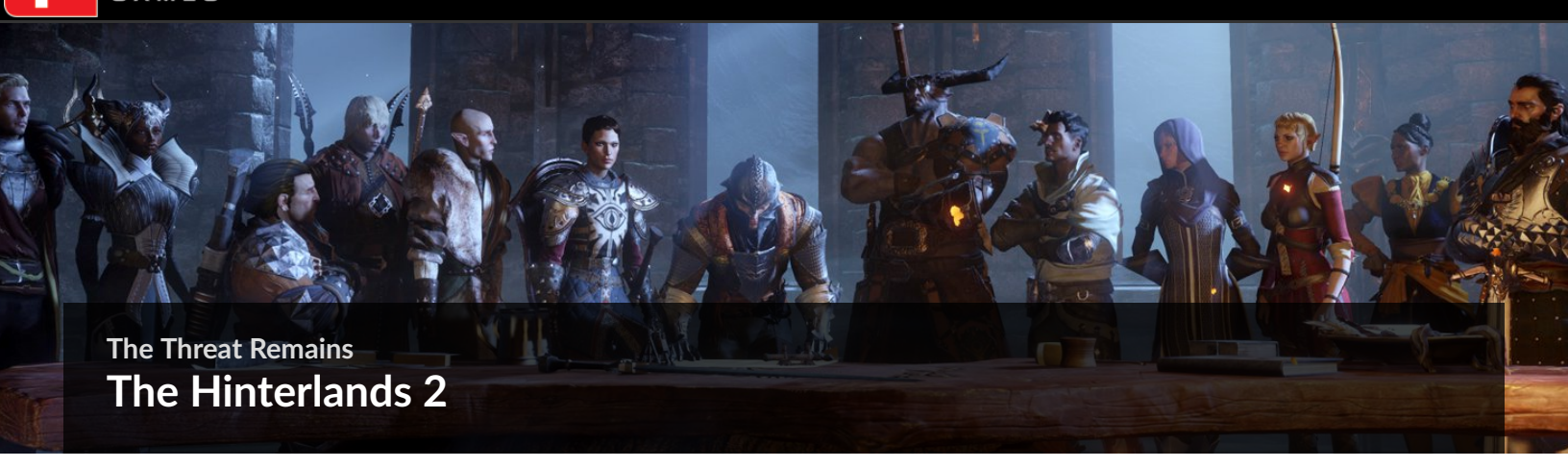


The Threat Remains
The Hinterlands 2

Gaining Power

Upon your return to the Hinterlands, focus on building up power. Whether you choose to side with the rebel mages or templars, you'll need a whopping 15 power to initiate an alliance. Fortunately, there's more than enough to do in the Hinterlands to acquire the power you need. Establish more camps, close Fade rifts, and complete side quests to gain power. Also, if you're interested in gaining access to horses (and other mounts), visit Dennet, the horsemaster, at Redcliffe Farms. He'll have some tasks for you to complete before he decides to help the Inquisition, but it's well worth the effort. Once you have at least 15 power, begin working on the In Hushed Whispers or Champions of the Just quest.

Recommended Quests

Quest/Activity	Locale	Power
Lotus and Root	Haven	1
Requisition in the Hinterlands	The Hinterlands	1
Establish Redcliffe Farms Camp	The Hinterlands	1
Rifts on the Farm	The Hinterlands	2
Master of Horses	The Hinterlands	1
Rifts at the Foothold	The Hinterlands	2
Strange Bedfellows	The Hinterlands	1
Establish Dwarfson's Pass Camp	The Hinterlands	1
Praise the Herald of Andraste	The Hinterlands	1
Love Waits	The Hinterlands	1
Rifts at Dwarfson's Pass	The Hinterlands	3

Tip

Even if you don't intend to side with the mages, you can still go to Redcliffe Village and acquire power by closing Fade rifts. There is one Fade rift outside Redcliffe Village and another inside Redcliffe's chantry, available only after completing the meeting in the Gull & Lantern tavern.

Developer Tip

To make questing easier in the Hinterlands, clear out the templar and mage encampments.

— Jason Baxter, QA Tester

New Recruit: Blackwall

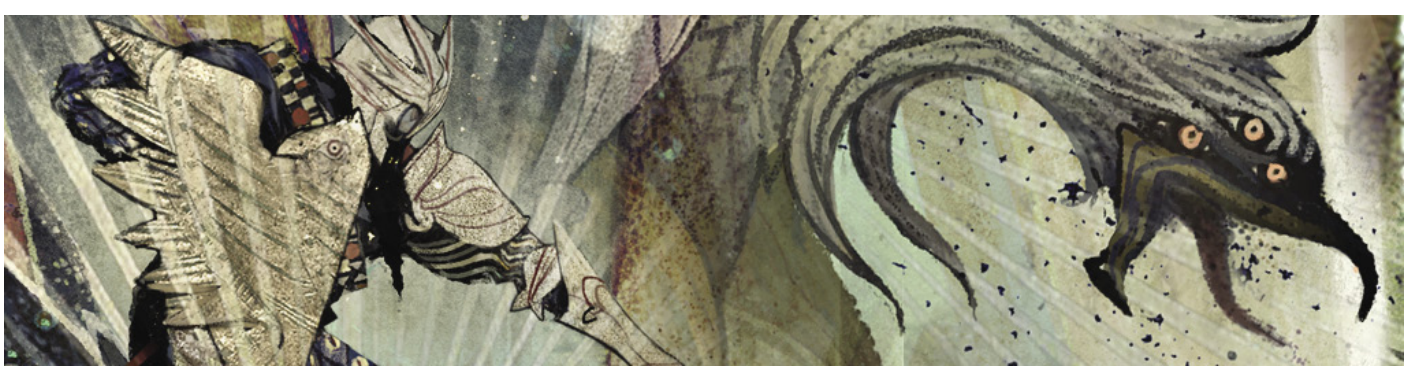
While you're in the Hinterlands, complete the following side quest to recruit Blackwall, the Grey Warden.

Developer Tip

For some fun banter I like to have Sera and Iron Bull together in my party.

— John Boos, Art QA

! The Lone Warden



Quest Giver: Leliana in Haven

Description: One of Leliana's agents reported a man, calling himself Blackwall, dressed in full Grey Warden regalia and last seen traveling through the Ferelden Hinterlands. With so many Wardens disappearing in the wake of the Divine's death, this Blackwall should be questioned.

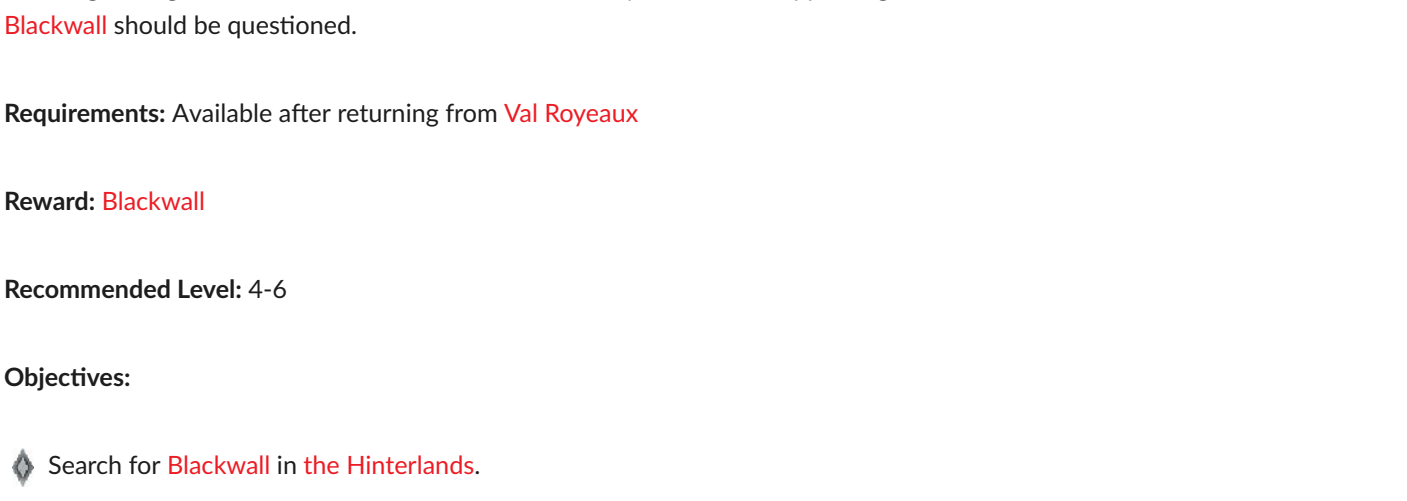
Requirements: Available after returning from Val Royeaux

Reward: Blackwall

Recommended Level: 4-6

Objectives:

- Search for Blackwall in the Hinterlands.



Blackwall's camp can be found on the western shore of Lake Luthias. He's busy training some recruits when you arrive. But just as you begin talking to Blackwall, his camp is attacked by a group of bandits. Help Blackwall and his recruits defeat the bandits. After the battle, question Blackwall about the disappearance of the Grey Wardens. Blackwall insists the Wardens had nothing to do with the death of the Divine and doesn't know why Wardens have disappeared—he works alone and rarely has contact with other Grey Wardens. As you're about to leave, Blackwall offers to join the Inquisition. Accept his offer and consider adding him to your current party.

Caution

Blackwall must be recruited before going to Adamant. If you haven't recruited Blackwall by then, you can never get him.

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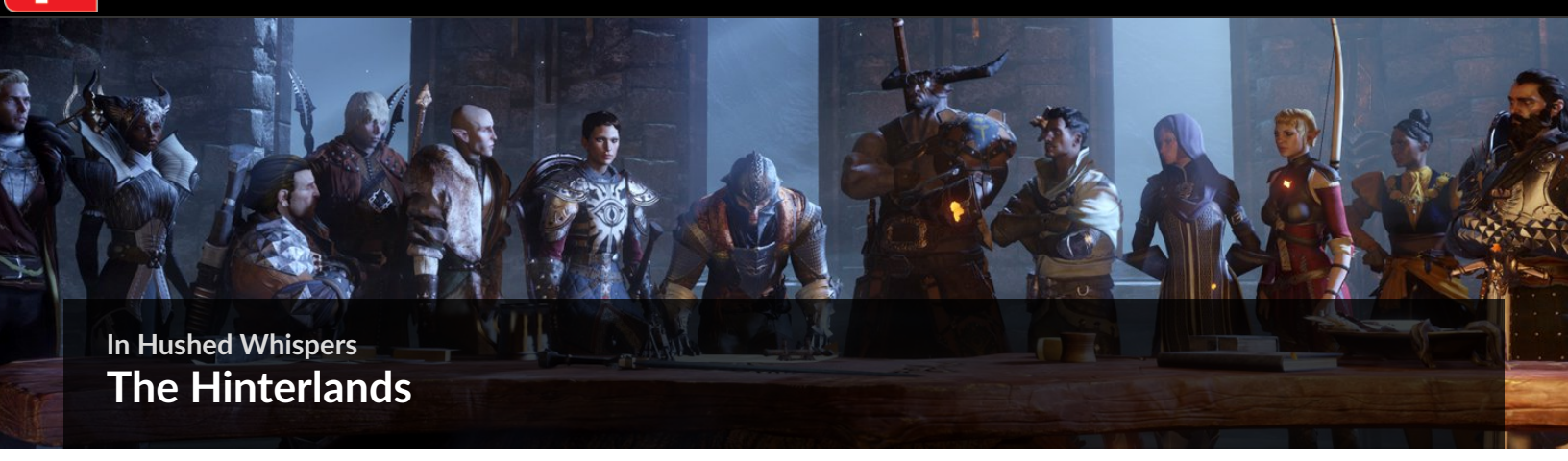


In Hushed Whispers

The Hinterlands

Grand Enchanter Fiona, leader of the mage rebellion, has offered an alliance with the rebel mages at Redcliffe.

At this point, you don't need to make a final decision on whether to ally yourself with the templars or mages. As some in the war council have suggested, it might be wise to meet with the rebel mages before making a decision. Back in Val Royeaux, Grand Enchanter Fiona invited you to Redcliffe, and it's time to take her up on her offer. Travel to the Crossroads, then head north along the Redcliffe Road to reach Redcliffe Village.

Redcliffe Village

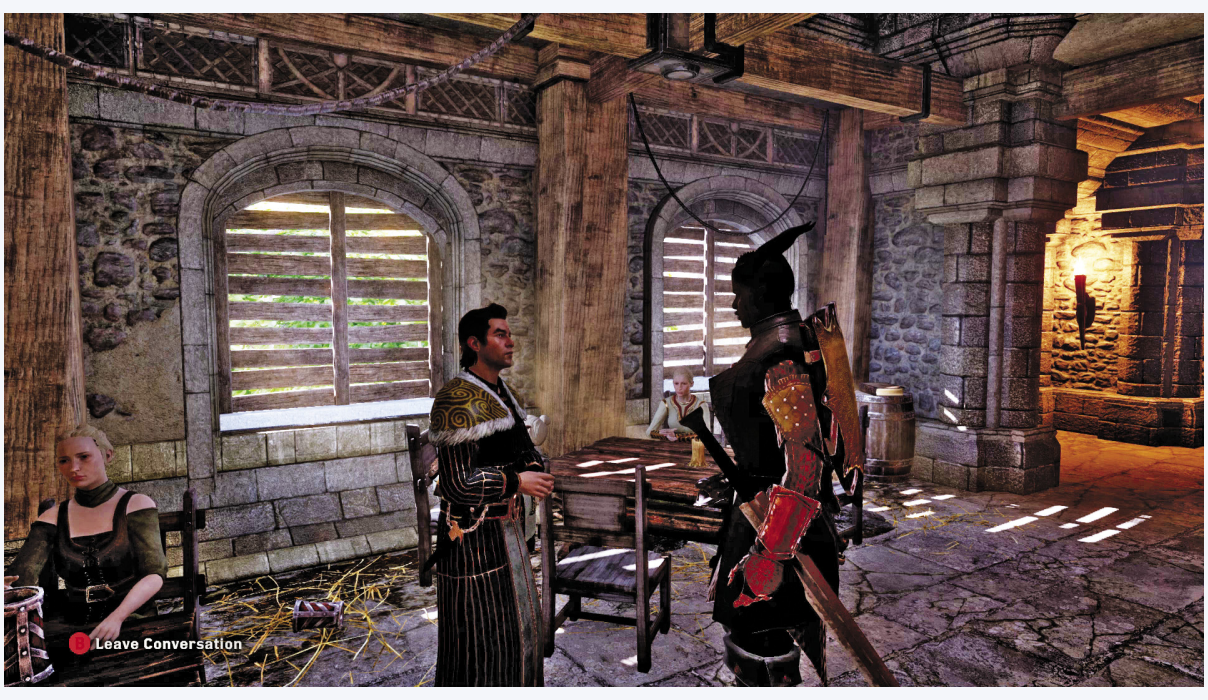
As you near the gate leading into Redcliffe, a soldier comes running toward your party, warning of a nearby rift. Battle the demons at the rift blocking the village gate. After eliminating the second wave, close the rift, gaining one power for your troubles. The soldier you encountered earlier returns to her post and orders that the gates be opened, allowing you to enter Redcliffe Village.

Just inside the gate, you're greeted by one of Leliana's scouts. Despite Fiona's invitation, it appears your arrival was unexpected. A nervous rebel mage rushes to greet you, apologizing for the confusion. He says Magister Alexius is in charge now, but is delayed. Instead, he offers you the chance to meet with the former grand enchanter. It's unclear exactly what's going on here. But head for the tavern marked on the compass to begin negotiations. On the way to the tavern, feel free to speak with the inhabitants of Redcliffe Village—some of them offer side quests.

The Gull & Lantern

When you're finished exploring Redcliffe Village, enter the Gull & Lantern tavern. Inside you're greeted by Grand Enchanter Fiona—but she claims this is the first time you've met. She hasn't been to Val Royeaux since before the Conclave. Fiona has more unsettling news. The rebel mages have pledged themselves to the Tevinter Imperium, led by Magister Alexius. As a result, Fiona no longer has the power to negotiate with the Inquisition—you must deal with Alexius. As if on cue, Alexius and his son, Felix, arrive to begin negotiations. But the meeting is cut short when Felix pretends to faint, slyly dropping a note during his ruse. Alexius agrees to continue this meeting later before heading back to Redcliffe Castle with Felix and Fiona. The note dropped by Felix warns of danger and urges your party to go to the village's chantry.

Agents of the Inquisition



Before leaving the tavern, speak with Clemence, an alchemist. Question him about Alexius and recent events in Redcliffe. During the conversation, Clemence asks if he can join the Inquisition. At this point he becomes an agent and will appear back in Haven. Some other characters you encounter also have the opportunity to become an Inquisition agent. Agents unlock a unique Inquisition perk. For instance, the Clemence, the Tranquil perk reduces the amount of time it takes for Cullen to complete a operation by 5 percent. As part of the Unfinished Business quest, you can also recruit Tanner outside Redcliffe's chantry. For a listing of all available agents in each locale, reference the Exploration chapter.

Redcliffe Village Chantry

From the Gull & Lantern, head north to Redcliffe's chantry. Inside, a mage named Dorian is busy battling demons emerging from a rift—he asks for your assistance. The chantry's interior is rather cramped for such a large battle. Focus on eliminating the shades before targeting the wraiths and terrors. After eliminating two waves of demons, close the rift. Dorian strikes up a conversation after the battle, revealing that he's a former apprentice of Alexius. But he fears something is terribly wrong with his mentor, citing Alexius's ability to distort time. Felix joins the conversation, admitting his father has joined a Tevinter cult called the Venatori. Both Felix and Dorian feel Alexius must be stopped, suggesting the Venatori may have something to do with the breach. If you choose to take on Alexius, Dorian offers to help. Following the conversation, feel free to explore the rest of the chantry and Redcliffe Village before returning to Haven.

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In Hushed Whispers

Haven 1

Now is the time to make your decision. Will you attempt to form an alliance with the templars? Or will you take on Alexius in an effort to gain control of the rebel mages? Go to the war room and convene the war council. If you choose to confront Alexius, select the In Hushed Whispers operation on the war table, costing 10 power. Cullen and Josephine feel this is a risky move, realizing you'll be walking into a trap. Despite the reservations of the council, insist on accepting Alexius's invitation to Redcliffe Castle. Leliana devises a plan to sneak her agents into the castle, with Dorian's assistance. Together they'll disarm any traps while you meet with Alexius. Once you settle on this plan, select your companions for this risky mission. Dorian is automatically a party member, leaving only two vacant slots. If you're not playing as a rogue, consider bringing along Varric or Sera—their lock-picking skills will come in handy. Cassandra or Blackwall is a good choice for rounding out your party.

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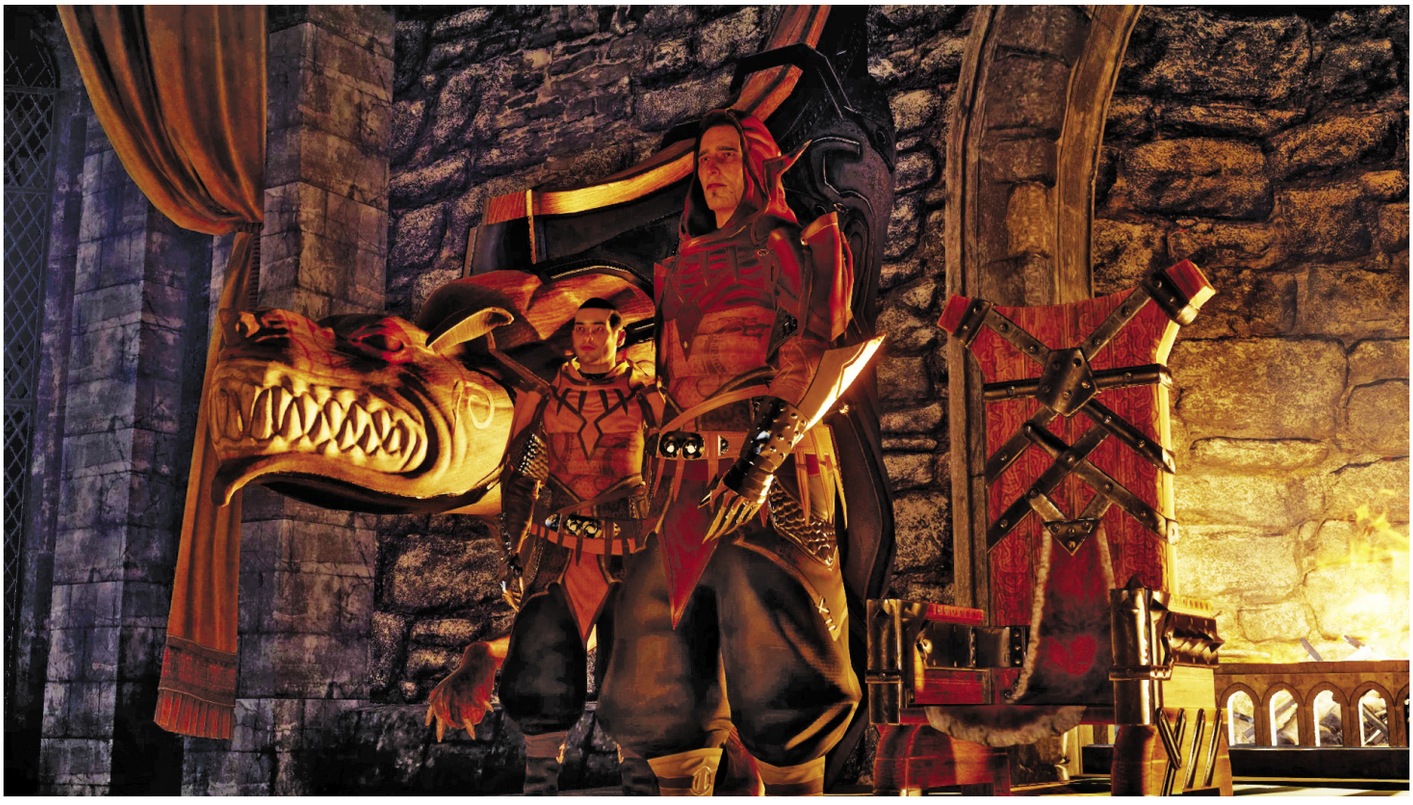
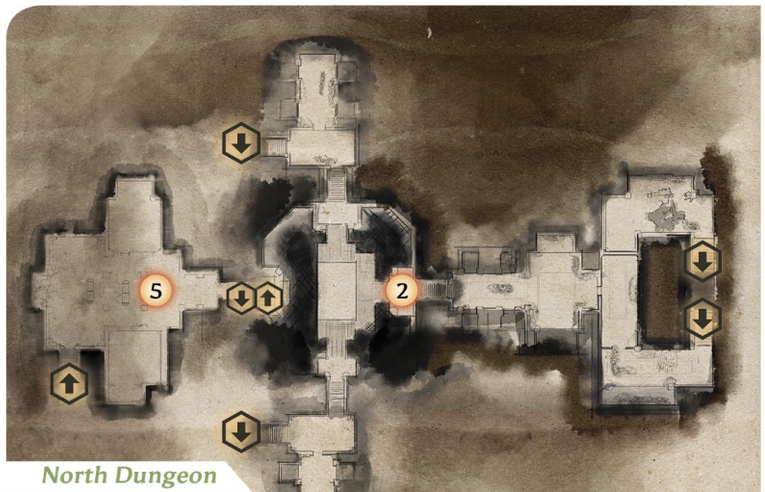
In Hushed Whispers

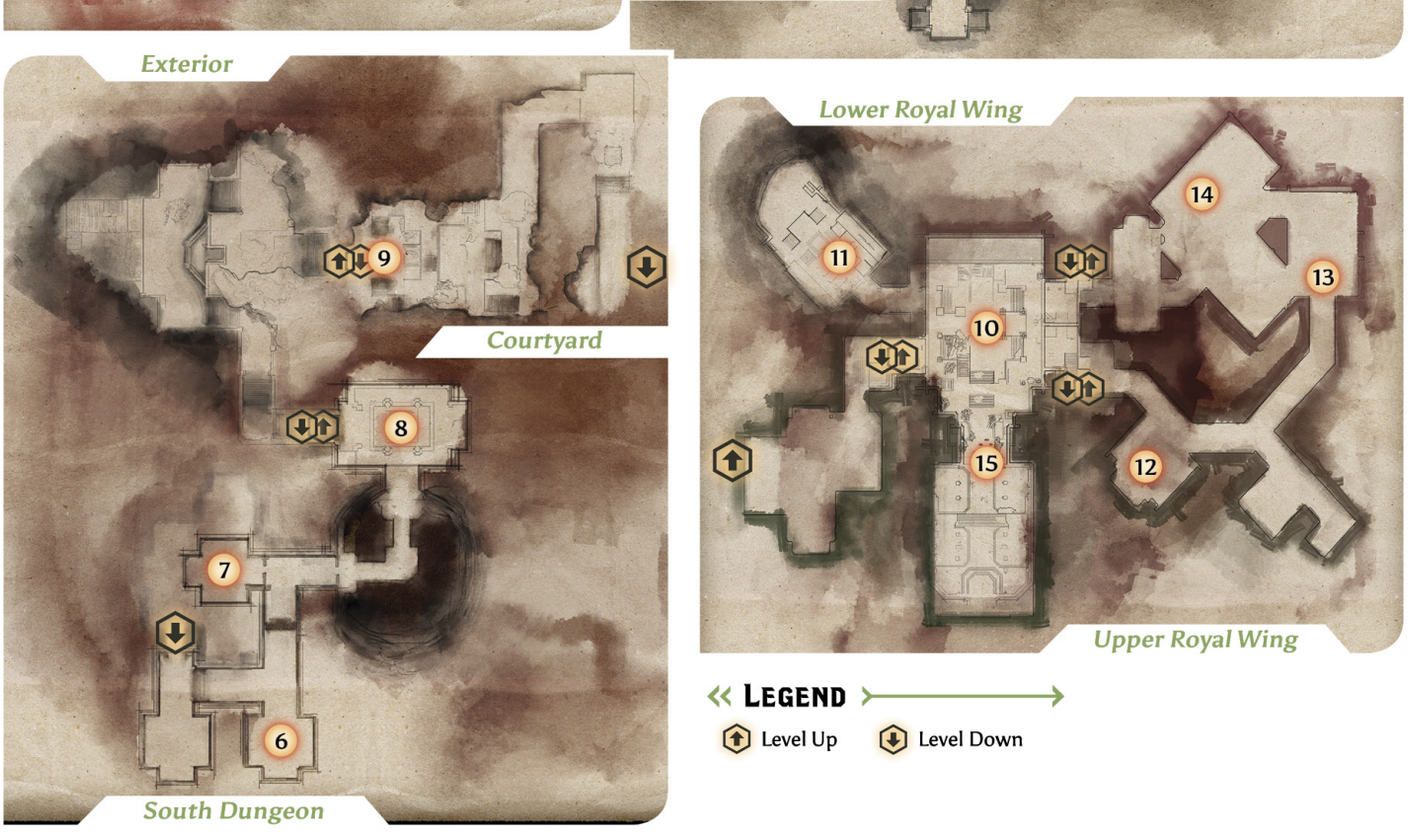
Redcliffe Castle



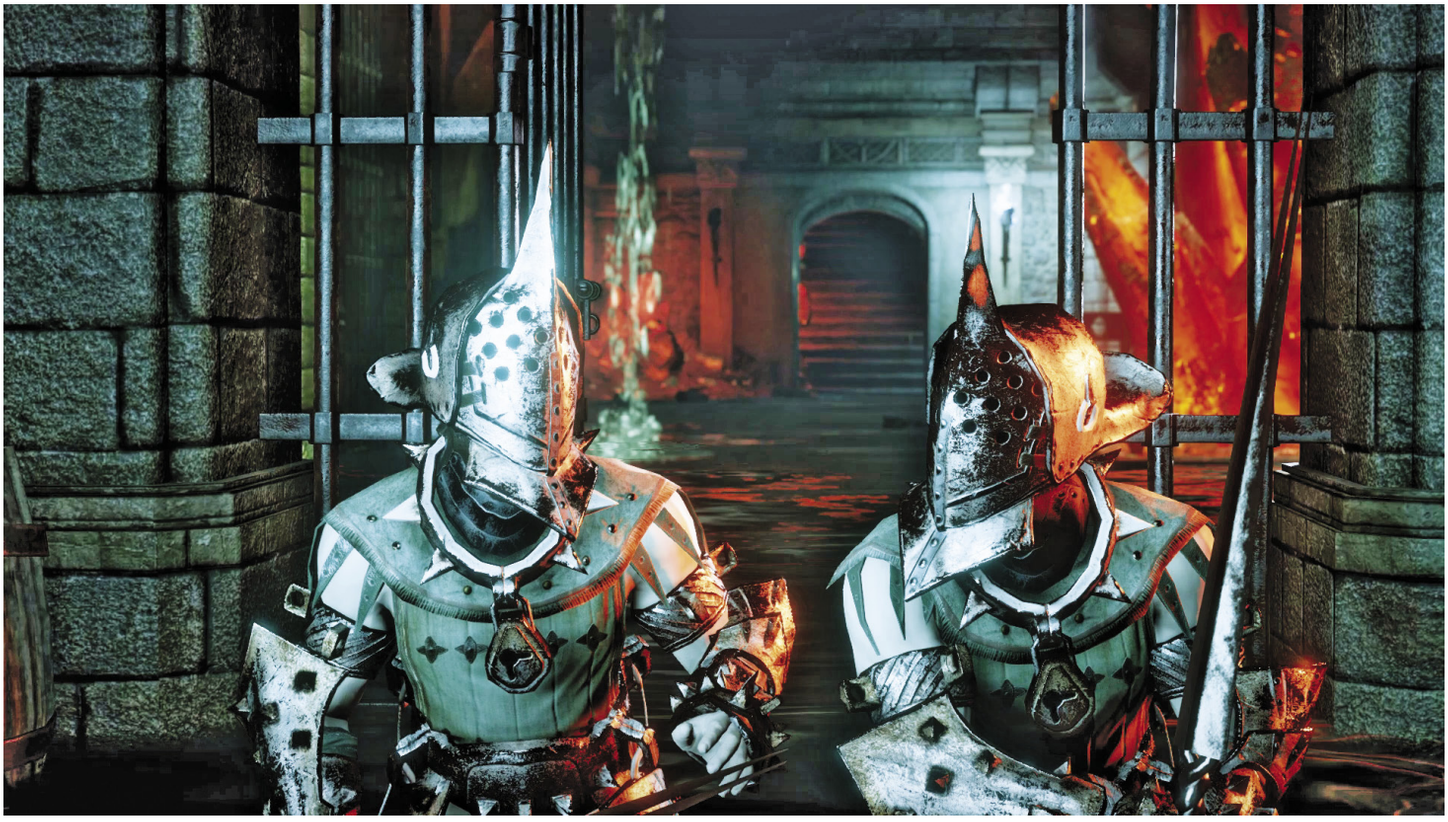
When you arrive at Redcliffe Castle, Dorian sneaks around in the shadows while you meet with Alexius. But instead of negotiating with Alexius, let him know that his trap has been exposed. Alexius denies nothing. Instead, he rambles on about the mark on your hand. Felix and Dorian join the intervention, trying to convince Alexius to stand down. But Alexius continues his diatribe, stating that he serves a mysterious figure called the Elder One. When Alexius realizes his guards have been eliminated by Leliana's agents, he uses an amulet to open a rift.

Redcliffe Castle





Dungeon



1. Suddenly, you and Dorian find yourselves in a flooded dungeon beneath the castle. But you don't have time to talk—surprised by your appearance, two Venatori zealots attack you. Eliminate the enemies, then resume your conversation. Dorian theorizes that Alexius's spell has moved you through time—he knows where you are but not *when* you are. Explore the lower cells and upper cells of this wing, looting chests along the way. There seems to be a disturbing amount of red lyrium growing out of the castle's walls.

2. Make your way to the junction linking the three cell blocks. Here you're confronted by two more Venatori zealots—try to knock them off the platform for easy kills. But be careful to mind your own step during this battle, too.

3. After eliminating the enemies at the junction, pass through the door to the south to enter the southern cell block. Search the individual rooms in the upper and lower cells for loot. One room in the lower cells features a particularly large growth of red lyrium. Search the cell in the southeast corner to find Grand Enchanter Fiona, partially encased in red lyrium. Fiona can't be saved, but she's coherent enough to reveal that a full year has passed since you confronted Alexius. Dorian feels he can restore time if he can gain access to Alexius's amulet. Fiona says that Leliana is being held somewhere in the castle. She suggests finding her before the Elder One knows you're here. After talking to Fiona, backtrack to the junction.

4. Before you can find Leliana, you need to find the rest of your party. At the junction pass through the door to the north to enter the northern cell block. Proceed to the lower cells and search for your party members. There are seven possible cells where your party members may reside. Reference the map to locate which cell your party members are in. Regardless of who you brought along, their fate is only mildly better than Fiona's. Languishing in their cell for a year has left them infected with red lyrium. However, they still have the strength to help you confront Alexius.

5. Return to the junction and engage more enemies, including a couple of Venatori marksmen and a Venatori spellbinder. With your party restored, this battle shouldn't be a problem. As before, look for opportunities to knock the enemies off the platform.

When the path is clear, cross the bridge to the west and proceed up the stairs to enter the guard barracks. There's plenty of loot here. Take your time to clean out the area, then proceed to the torture chambers.

Torture Chambers

6. In this chamber, a pair of Venatori zealots and a powerful Venatori spellbinder, named Hanley, stand over the body of Mother Giselle. It's not necessary to enter this chamber or complete this fight, but defeating Hanley may yield some rare loot.

7. Leliana is being held in this chamber. As you enter, Leliana's interrogator is distracted, giving her the opportunity to strangle the enemy with her legs. Dorian fills in Leliana on recent events, but she seems more interested in taking out her anger on Alexius. Grab the key on the table in the center of the room and then exit the chamber, heading east. At this point Leliana joins your party, but you cannot take direct control of her. Instead, she will follow and engage enemies on her own.

8. Here you encounter a Fade rift. Battle the shades, wraiths, and terrors, then close the rift—this is the first of several Fade rifts you'll encounter during your approach to the throne room. After the battle, approach the iron gate to the west side of the room. Open the gate by interacting with the wheel to the left side. Once the gate is open, head upstairs to discover the docks—and prepare to confront more demons.

8. Two Fade rifts open in this courtyard. Take on one Fade rift at a time, focusing on the one to the west first. After closing both Fade rifts, head east to enter the castle's royal wing.

Royal Wing

10. In this large room within the lower royal wing, you encounter more demons and a Fade rift. There are also several Venatori marksmen and spellbinders in this fight. Try to focus on the demons first, then engage the marksmen and spellbinders. After closing the rift, search the ground for loot. One of the creatures has dropped a red lyrium shard—you'll need five of these shards to enter Alexius's throne room. The remaining four red lyrium shards are scattered throughout the royal wing, each held by a Venatori spellbinder—reference the map for their locations. Collect all five shards and bring them back to this room.

11. This chapel-like room is occupied by more Venatori enemies, including two Venatori gladiators. The enemies are distracted when you enter, giving you the chance to strike first. Ignore the gladiators at the start of the battle and go after the spellbinder and marksmen. Once the ranged threat is eliminated, focus on the gladiators, working to score flanking strikes. When the battle is over, grab the loot where the spellbinder fell to obtain the second red lyrium shard. You'll need to head back upstairs, to the upper royal wing, to obtain the remaining three shards.

12. When you first enter this room, in the upper royal wing, try to take out the Venatori spellbinder first. Next, utilize the staircases in this room as choke points when engaging the numerous Venatori zealots. Block staircases with your warriors or wall spells and then use area-of-effect attacks to inflict heavy damage on the clusters of enemies. Following the battle, gather the loot from the spellbinder to obtain the third red lyrium shard.

13. Climb the ladder to the east of the dining room's entrance to gain a height advantage—your ranged party members are very effective when attacking from this wooden scaffolding while your melee fighters stay on the ground. Take out the spellbinder and marksmen first, then mop up the zealots to finish the battle. The fourth red lyrium shard is left behind by the Venatori spellbinder.

14. This small room is occupied by a single Venatori spellbinder. Make quick work of him, then retrieve the fifth and final red lyrium shard from his remains. The eastern and western walls of this room are weak—use a warrior to bash through them. Alternatively, use a rogue to unlock the doors from the main hall.

15. Now that you have all five red lyrium shards you can access Alexius's throne room. Interact with this door to enter.

Tip

Before entering the throne room, seek out a supply cache to replenish your potions. Reference the map for supply cache locations.

Confronting Alexius

Alexius's mood has changed considerably since your last encounter—he finally realizes the calamity his actions have caused. His son Felix cowers by his side, clearly afflicted with some sort of enchantment. But Leliana is in no mood to take pity, drawing a dagger and placing it to Felix's throat. Alexius pleads for Felix's life. But no matter what conversation option you choose, Leliana gets her revenge, killing Felix and initiating a battle with Alexius.

Alexius is likely the most durable foe you've faced thus far. He has no resistances or vulnerabilities, so any attacks and spells are effective. However, Alexius does have a lot of health, so it will take some time to defeat him. As a Tevinter mage, Alexius has the ability to teleport from one spot to another. As a result, ranged attacks are most effective—your melee fighters will need to constantly chase him down. When Alexius's health drops below 50 percent, he opens a Fade rift, causing demons to spill out. During this sequence, Alexius cannot be attacked—he takes shelter behind an impenetrable barrier near the throne. Defeat the demons and close the rift to resume your battle with Alexius. A second Fade rift is opened when Alexius's health drops to 25 percent—once again, defeat the demons and close the rift. After closing the second Fade rift, continue attacking Alexius until he's down for good.

Dorian retrieves the amulet from Alexius's body. But there isn't much time to figure out how the amulet works—the Elder One is coming. Leliana and the two red lyrium–infected members of your party offer to stay back and serve as a deterrent while you and Dorian travel back through time. While Leliana and the others fight off the attackers, Dorian and the Inquisitor escape through a portal, taking them back to the present. Back in the present throne room, Alexius concedes and is taken prisoner by Inquisition troops. Depending on your imported world state, King Alistair or Queen Anora (or both) enter the throne room, ordering Fiona and her rebel mages to leave Ferelden. With nowhere to go, you have the chance to decide the fate of Fiona and her mages. Following the decision, you are automatically transported back to Haven.

Decision Point

You can either decide to take the mages as prisoners and conscript them or form an alliance with them. Like any major decision, this will affect your approval with various party members.

Approval: Fate of the Rebel Mages

Follower	Mages as Conscripts	Mages as Allies
Blackwall	↓↓	↑↑
Cassandra	↑↑	↓↓↓
The Iron Bull	↑↑↑	↓↓
Sera	↑↑↑	↓↓
Solas	↓↓↓	↑↑↑
Varric	↑↑ (if Hawke sided with templars in DA2) ↓ (if Hawke sided with mages)	↑↑ (if Hawke sided with mages in DA2) ↓ (if Hawke sided with templars)
Vivienne	↑↑↑	↓↓↓
Dorian	↓↓	↑↑↑
Cole	↓↓↓	↑↑↑

In Hushed Whispers

Haven 2

Back at the chantry in Haven, some council members are at odds over your decision. Despite the misgivings of some, Cassandra is supportive of your decision—closing the Breach is her main concern. But there are other matters of concern too, including a plot to kill Empress Celine of Orlais. Cullen suggests reconvening in the war room.

New Recruit: Dorian

After a brief discussion with the council, Dorian offers to stick around and assist the Inquisition. Accept Dorian's offer to gain access to him as a future party member—it never hurts to have another mage at your disposal.

Note

Upon completion of In Hushed Whispers, jump ahead to In Your Heart Shall Burn. The next section, Champions of the Just, applies only if you chose to seek aid from the templars.

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Champions of the Just

Haven

The templars have left Val Royeaux and refuse to negotiate with anyone. Gather enough power, then work with the advisors to make contact with the templars.

Once you've made the decision to form an alliance with the templars, go to the war room. Here you have one last chance to choose between the mages and templars. If you want to ally with the mages, choose In Hushed Whispers—reference the previous section for that walkthrough. But if you want to ally with the templars, choose Champions of the Just on the war table. This operation costs a whopping 15 power. So if you don't have enough power yet, head back to the Hinterlands and complete more quests. The Storm Coast and Fallow Mire also offer plenty of power-building opportunities.

As part of the plan to gain favor with the templars and Lord Seeker Lucius, Josephine suggests allying with a number of noble houses in Orlais. These nobles will accompany you to Therinfal Redoubt, strengthening the Inquisition's hand. When choosing your party for this operation, consider taking two warriors, a mage, and a rogue. If you're not playing as a rogue, be sure to take Varric or Sera along with you—there are plenty of locked doors in Therinfal Redoubt that can only be unlocked by a rogue.

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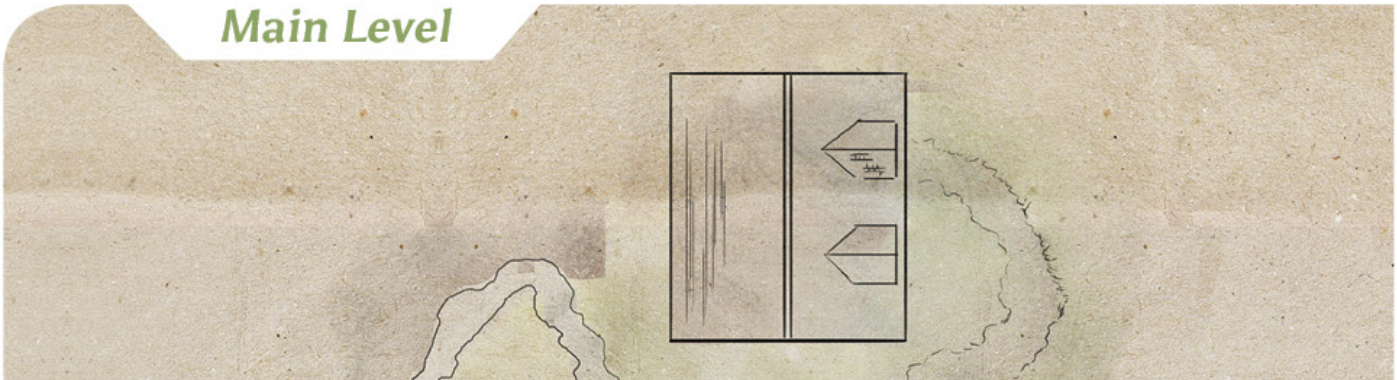
Champions of the Just

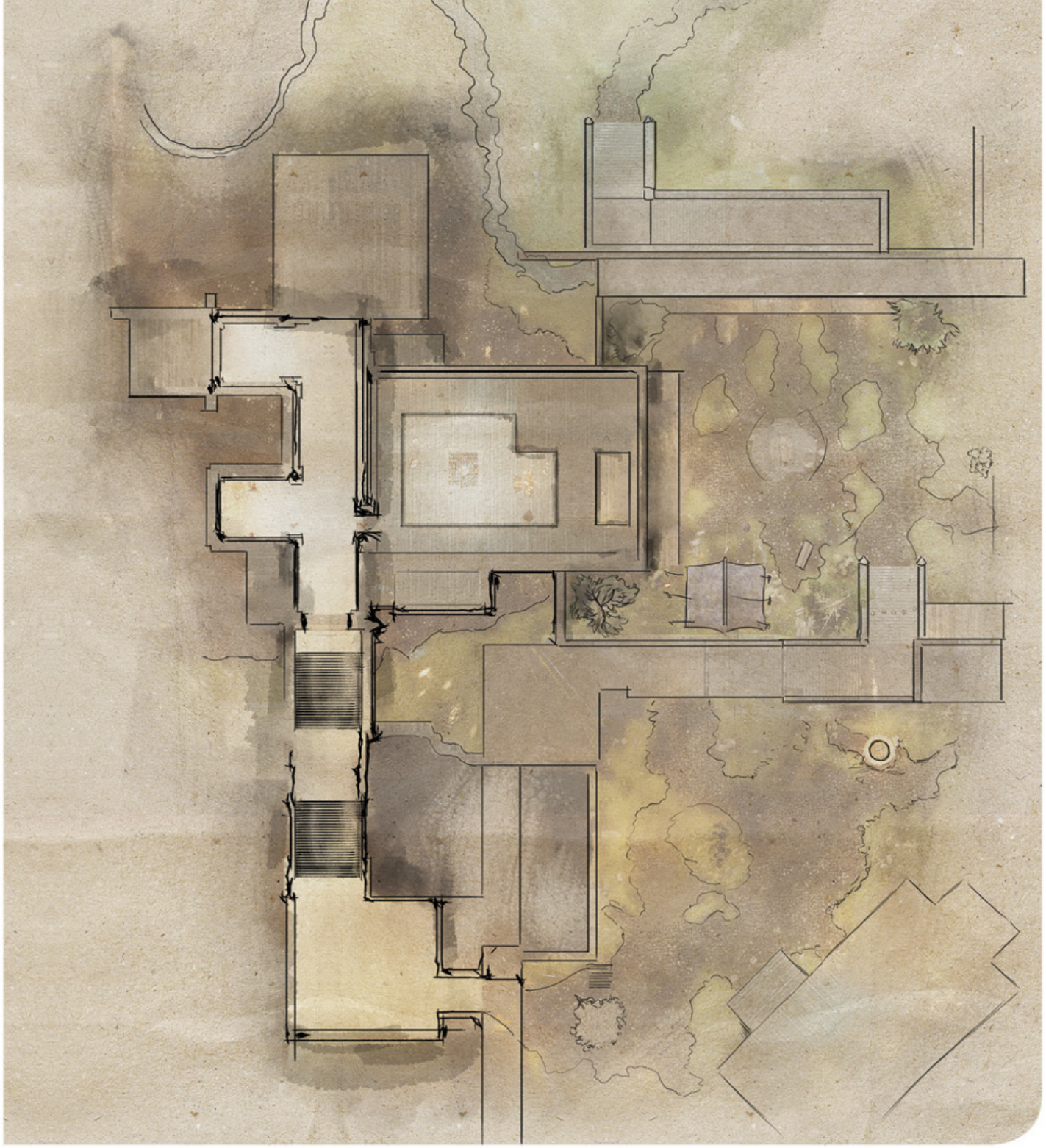
Therinfal Redoubt

Therinfal Redoubt

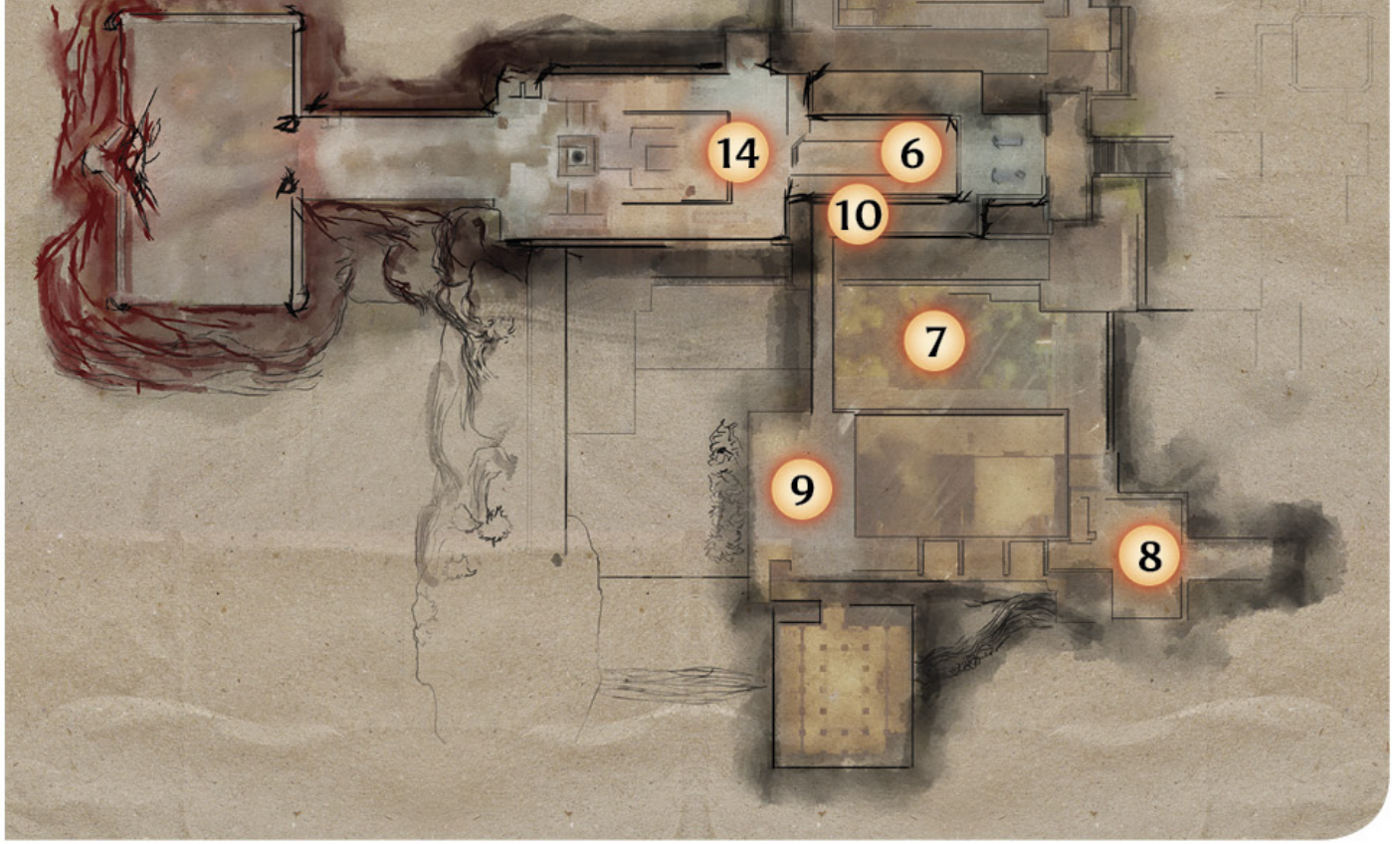
LEGEND

Level Up





Upper Level

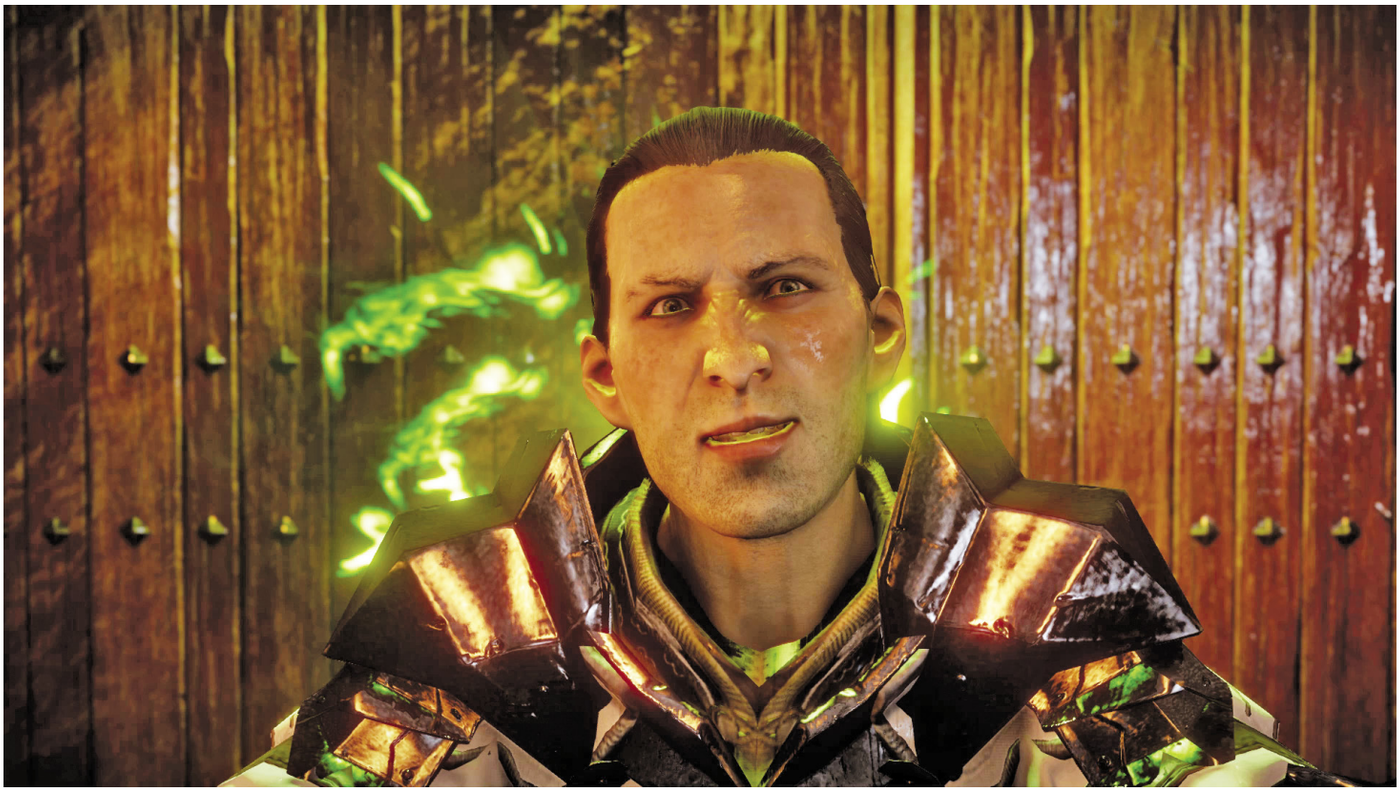


1. Upon arrival at Therinfal Redoubt, you're greeted by Lord Abernache, head of one of the noble Orlesian houses—he'll be pleased if Vivienne is in your party. Abernache states that the Lord Seeker will not meet any of the nobility until he's met the Inquisition in person. After speaking to Lord Abernache, advance across the bridge into the gatehouse and talk to Knight-Templar Barris. Barris seems somewhat confused by the actions of Lord Seeker Lucius, but he remains loyal nonetheless.

2. Before you meet with the Lord Seeker, Barris asks that you complete a ritual in the courtyard, requiring you to raise three flags representing Andraste, the people, and the Templar Order. You can either complete this ritual or refuse to. Lord Abernache is annoyed if you “waste time” doing these rituals, which impacts what happens to him in the following scene. If you choose to complete the ritual, interact with the wheels to raise the corresponding flags in any order you wish—there is no correct answer. In the ritual, the highest flag signifies the faction of greatest importance to you. Once the flags are arranged in the order you see fit, speak to Barris and explain your choices. Afterward, enter the door next to Barris.

3. Inside, Knight-Captain Denam approaches your delegation with some troubling news. Apparently you have somehow ruined the Lord Seeker’s plans by arriving “with purpose.” If you completed the flag ritual earlier, an irritated Lord Abernache attempts to butter up the templars on his own, and is shot by an arrow when Captain Denam and his men turn on you. If you skipped the rituals, Abernache stays safely by your side and lives through this battle. Knight-Templar Barris is shocked by Captain Denam’s betrayal, and joins your party in the fight against Denam and his men. Focus on taking out the red templar marksmen first, followed by the red templars. Engage Knight-Captain Denam last, preferably scoring flanking strikes that he can’t block with his shield. After the fight Denam is unconscious but alive. Later on in the game, you can judge him for his betrayal of the Order.

4. Fight your way through a couple of more red templars on your way to this courtyard. Here you're attacked by more enemies, including several red templar marksmen firing from elevated positions. Eliminate these archers as quickly as possible. Otherwise they'll quickly deplete the health of your party. On the east side of the courtyard is a building whose door is locked until you kill enough red templars. Once the door is open, rush through to help an uncorrupted templar who's fighting the red ones. If you get to him quickly enough, he'll survive the battle and follow you, helping out in combat. This staircase gives you access to an upper level walkway. Prepare to engage more red templars up here while proceeding north. There is a door to the west, with a templar banner above it, in this area. It leads to Captain Denam's office. You'll need a rogue to pick the lock. Inside is the body of a templar officer. Barris is shocked—talk to him for more information on the murder. Discovering this room will open up a new option when judging Captain Denam later on in the game.



5. You encounter Lord Seeker Lucius at the door leading to the great hall. But something isn't right. As you approach, the Lord Seeker grabs you and pulls you into a nightmare-like dream world.

Nightmare Chantry

The Lord Seeker has pulled you into a surreal environment obscured by fog. Walk past the flaming corpses to speak with visages of Josephine, Leliana, and Cullen. It becomes apparent you're dealing with an envy demon that has been masquerading as the Lord Seeker, preparing the templars for someone it calls "The Elder One." This nightmare world is a vision being woven inside your mind. Question the envy demon to learn more about what it wants: It wants to take your place, the same way it took the place of Lord Seeker Lucius. Following the conversation, continue through the doorways to the west.

The fountains in this room spew green flames. Don't make contact with the flames or else you'll die. Instead, monitor the rotations of the fountains in the center of the room and look for openings to sneak by. Zigzag through this room to avoid taking damage from the green flames. In the last "safe" alcove, there is a pile of boxes and barrels you have to jump over to get past the rotating fountains. At the west end of the room, enter the side room on the north. Here you encounter an entity named Cole. It's unclear who or what Cole really is, but he offers you help. He helps you extinguish the last set of flames blocking the exit. Pass through the door to enter the prison.

Tip

Across from where you meet Cole is a blocked-off room. Mages must take down a barrier, warriors have to bash through the wall, and rogues can lockpick the door. Inside the room is an inscription on a statue. Click on it to gain the first part of a codex entry for Demonic Dogma, a three-part collection quest within the nightmare. It also gives you a one-point boost to your Cunning stat.

Nightmare Prison

Advance through the prison. Note the side chambers, where you can see what the envy demon intends to do to “dissidents” when it takes your place. Keep going east until you come to this room. Here you encounter Cole once again. He offers some hints on escaping the prison. Cross the hall to the cell to the north and light a torch from the veilfire brazier. With torch in hand, seek out three unlit braziers in the cells lining the main corridor. Return to the east side of the cell block to light the fourth and final brazier. This reveals the exit. Before you leave, note the locked door opposite the exit. Go west, back to where you started in the prison. Inspect the cell to the south; the veilfire will reveal a prison key on a table hanging from the wall. Pick it up and return east, to the locked door across from the exit. Unlock the door and light the brazier inside the room. Go back into the main corridor—there is now a new brazier on the east wall. Light it to reveal a secret chamber with another inscription for the second Demonic Dogma codex. It will also add two points to your Constitution. Follow the path to a door and ascend the stairs to enter the forest.

Nightmare Forest

Violent imagery awaits as you advance through the dense fog of the forest. Stay on the stone path to avoid getting lost. Cole is waiting for you near this gate. Interact with the nearby switch to open the gate and proceed deeper into the courtyard. This is a recreation of the Therinfal Redoubt courtyard. Retrace the same steps you took earlier while advancing toward the doors of the great hall. Enemies may attack you along the way, but they pose no real threat—they can be defeated with a single hit. When you enter a building with stairs that lead you to an exit to the west, look around on the second level of the building for the last Demonic Dogma inscription. Select it to finish the quest and gain three points of Willpower. Head out of the building's western exit and up the stairs. This will lead you back to a dream version of the doors to the great hall. You'll be confronted by the envy demon, who is trying to cling on to your form even though you've almost broken free of its nightmare. Complete the conversation with the envy demon to return to reality.

Great Hall

6. You rejoin your party in the great hall. Knight-Templar Barris has rounded up a small group of templars who haven't been poisoned by red lyrium. Barris and his templars agree to fight together with the Inquisition to stop the envy demon, who has retreated and blocked off part of the fortress with a magic barrier. But Barris will need the support of his lieutenants. He needs your party to find three templar veterans and locate the uncorrupted lyrium stores. Start your search by heading south.

Note

After you speak to Barris, a status bar appears on the right side of the screen, indicating the status of the great hall. As you exit the great hall to find the veterans and lyrium, this status bar slowly depletes. You must return to the great hall to help Barris and his templars fight off demons. Once the demons have been defeated, the status bar is replenished. If the great hall status bar is completely depleted, the game is over and you must restart from your last save. If the great hall status bar dips below 30 percent, Ser Barris is critically wounded during one of the fights that happen when you return to the great hall, and will die later on.

7. You're ambushed by several enemies here, including red templars and red templar horrors. The red templar horrors are vulnerable to cold-based attacks, so make sure your mage(s) have the proper staves equipped. Focus on freezing, chilling, and defeating the red templar horrors before dealing with the red templars. But don't linger long—while you're fighting, the status bar of the great hall ticks down. There is an entrance to a secret room hidden in the south wall, west of a closed door. Have a warrior wall-bash the entrance open, loot the room, then turn east as soon as you exit the room. To your right will be a closed door. Open it, and continue pushing south to proceed.

8. Here you encounter the first templar veteran busy fighting off some red templar horrors and a red templar marksman. After the enemies here are defeated, the templar veteran agrees to rendezvous with Barris in the great hall. Before heading back to the great hall yourself, advance along the narrow corridor to the west to find the second veteran.

9. If time allows, make an effort to rescue the second veteran here before returning to the great hall. This veteran has also come under attack by red templar horrors and a red templar marksman. Help the veteran fight off his attackers, then immediately head north to enter the great hall.

Caution

Avoid backtracking through the northern and southern courtyards flanking the great hall. Enemies respawn in these courtyards each time you enter them.

10. You arrive back in the great hall on the second floor. Lower the ladders here and climb down, helping Barris and his templars defeat several red templars. When the great hall is secure, climb the ladders back up to the upper level and proceed through the exit to the north.

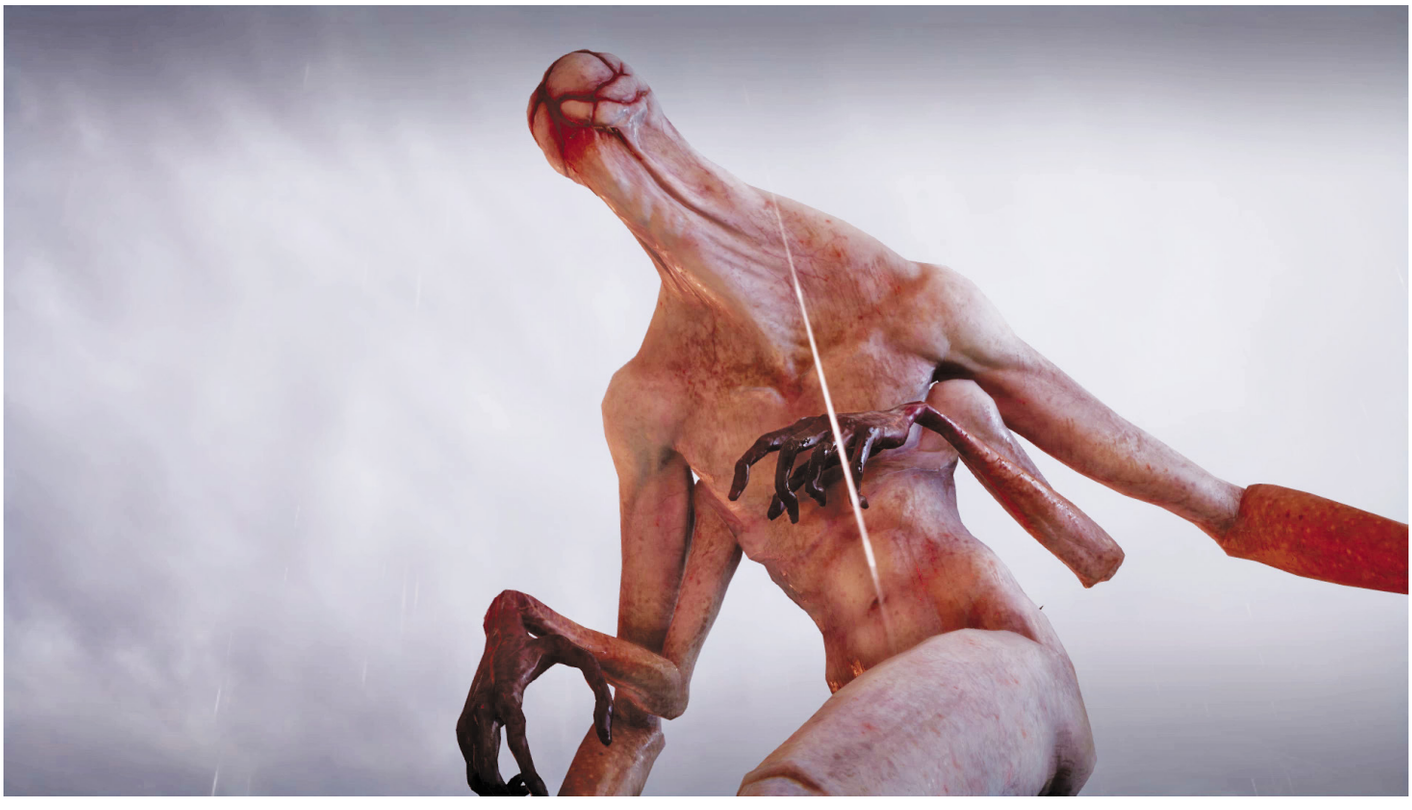
11. Fight past the red templars on the upper level walkway to reach the third templar veteran. Pay particular attention to the red templar marksman on the scaffolding to the north. Have your ranged party members deal with this archer while your melee specialists help the templar veteran fight off the rest of the enemies. Now that you've rescued all three templar veterans, it's time to find that cache of uncorrupted lyrium. Head east and descend the stairs to the ground floor.

12. Clear out the adjoining courtyard before entering this room in the northwest corner. Grab the Lord Seeker's key at the back of the room.

13. Using the Lord Seeker's key, open the door to this room and collect the lyrium cache. Immediately return to the great hall.

14. Upon your return to the great hall, assist in clearing out the red templars. Afterward, speak with Knight-Templar Barris. He asks your party to hold off the attackers while he and his small group of templars perform a ritual in an effort to bring down a magic barrier. During this sequence, you must simply survive as red templars, red templar horrors, and red templar marksmen emerge, wave after wave, from the magic barrier to the west. The enemies funnel in along the north and south sides of the central altar, making these narrow choke points ideal locations for devastating area-of-effect attacks. If you have two warriors, place one on the north side and and one on the south side while your ranged party members assist from a distance. Little by little the magic barrier strength is diminished. Keep fighting until Barris and his templars can destroy the magic barrier. If Barris was grievously wounded earlier because the great hall status bar went below 30 percent, he collapses and dies here. Finish off the remaining enemies, then head west to confront the envy demon.

Envy Demon Battle



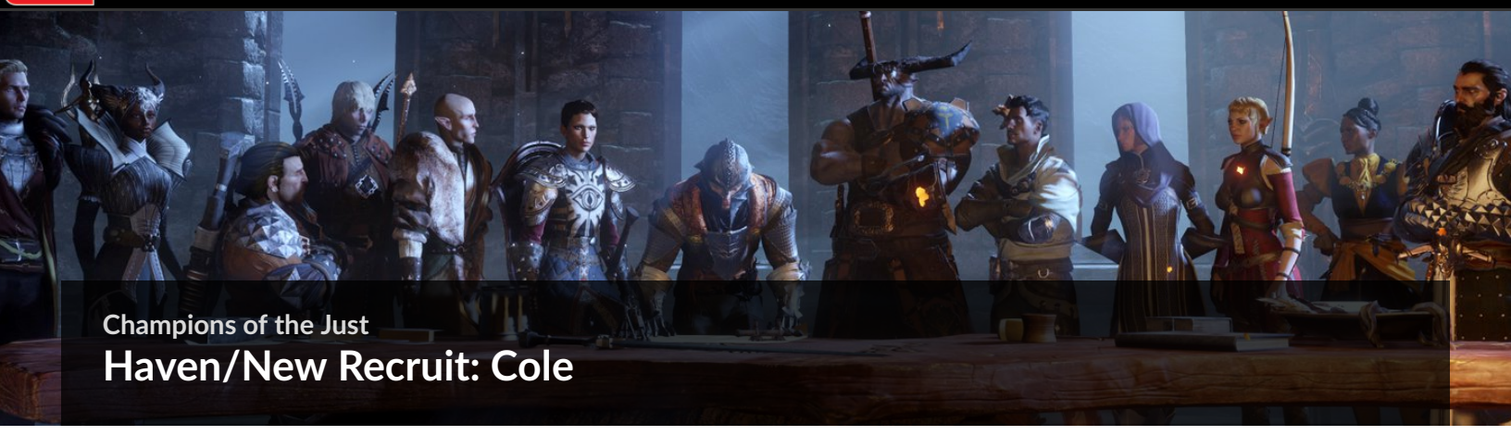
The envy demon reveals itself in the courtyard west of the great hall. Your party is joined by Cole, who wastes no time attacking the envy demon. The envy demon has attacks similar to a terror, including a powerful area-of-effect attack that can knock your party off their feet. Look for opportunities to disrupt these attacks. While the envy demon has no vulnerabilities or immunities, cold-based attacks work well—two mages casting back-to-back Winter's Grasp spells can keep the envy demon chilled and frozen for much of the fight. When the envy demon's health is reduced to 75 percent, it hides behind a barrier to the west while summoning red templars. After you've eliminated the red templars, the envy demon takes the form of your character. Don't get discouraged by the envy demon's latest trick. Keep hammering away with everything you've got, pouring on as many status effects as possible to hinder the envy demon's performance. While the envy demon is durable, it won't stand up to repeated attacks by your party and Cole. Once the envy demon has been killed, be sure to grab the loot it drops.

Decision Point

Following the battle with the envy demon, approach the templars. You have a big decision to make regarding the future of the Order. You have another big decision to make regarding the future of the templars. Will you have them disband and join the Inquisition? Or will you help them rebuild as allies? Your decision is not without consequences. Some of your party members will support your decision, and others will oppose it. Choose carefully.

Approval: Fate of the Templars

Follower	Disband Templars	Ally with Templars
Blackwall	↓↓	↑↑
Cassandra	↓↓	↑↑↑
The Iron Bull	↓↓	↑↑↑
Sera	↑↑↑	↓↓
Solas	↑↑↑	↓↓↓
Varric	–	↑
Vivienne	↓↓	↑↑
Dorian	↓↓	↓↓
Cole	↑↑↑	↓↓↓



Champions of the Just

Haven/New Recruit: Cole

Your decision regarding the templars reverberates among the council in the war room. But more startling is Cole's sudden appearance on the war table. Cole is here to help. If you accept his help, you calm the fears of your advisors, and gain Cole as a party member. If you refuse and try to kill him, Cole leaves and does not become a follower. Regardless of what you decide to do with Cole, the council is now focused on closing the Breach.

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In Your Heart Shall Burn

Haven

With the Inquisition's hard-won allies, it is time to march on the Breach and close it.

Following the conclusion of In Hushed Whispers or Champions of the Just, the Inquisition now has the support it needs to attempt closing the Breach. It only takes one power to gather your forces and make a move on the Breach. Chances are you have enough power simply by completing previous quests. Whether you have the power or not, now is the perfect time to fully explore locales like the Hinterlands, Storm Coast, Fallow Mire, and Forbidden Oasis. These locales not only give you more power-building opportunities, but also provide your character and party members with the XP required to level up—try to reach level eight before attempting to close the Breach. This is also a great time to check in with your party members to see what they have to say—some may even provide inner circle quests. Once you've gathered enough power and XP, return to the war room and select the In Your Heart Shall Burn operation on the war table. After selecting the operation, choose your party. Party selection here determines who joins you at the Breach, as well as who fights with you for the duration of this quest. As usual, a balanced approach is best. A party consisting of two warriors, a rogue, and a mage should give you the balance you need to survive the upcoming encounters.

Caution

If you're a completionist, don't select the In Your Heart Shall Burn operation until you've completed all quests and requisitions in Haven. This is a major turning point in the game—there is no turning back.

Sealing the Breach

With the support of your party, loyal soldiers, and the templars or mages you acquired in the previous quest, the Inquisition returns to the Temple of Sacred Ashes. The Breach still lingers ominously above the ruins of the temple. Your character slowly approaches the Breach and uses the mark to reach out and seal it once and for all. As it closes, the Breach emits a powerful blast of energy, knocking everyone off their feet. But the task is complete—the Breach has been sealed, yet a scar remains in the skies above the Frostback Mountains.

Under Siege

Back in Haven, a festive mood has spread across the camp. Cassandra confirms that the Breach is sealed but reports that several Fade rifts linger. While many questions still remain, Cassandra is comfortable declaring this a victory for the Inquisition. But the celebration is cut short when Cullen reports that an unidentified enemy is marching on Haven. Head for the gates on Haven's north side. This is also a good time to update your party's inventory. At the gate you're introduced to Cole or Dorian. If you completed In Hushed Whispers, Cole arrives to warn you of the incoming red templar threat. If you completed Champions of the Just, Dorian identifies the incoming attackers as the Venatori. Whatever the case, Haven is in great danger as a figure known only as the Elder One looks on from a distant mountain peak.

North Trebuchet

As Cullen prepares his soldiers for Haven's defense, lead your party to the northern trebuchet. When you arrive, the trebuchet is surrounded by enemies—you must fend off the attackers while Inquisition soldiers prep the trebuchet. The enemies you face during this battle differ based on whether you chose the rebel mages or templars as allies. If you chose to ally with the rebel mages, you'll face a mix of red templar swordsmen and archers. If you chose to ally with the templars, the enemies consist of Venatori swordsmen, archers, and mages. Make an effort to deal with the ranged threats first, eliminating archers and mages while taunting the swordsmen with your warriors. You will also face red templar guards or Venatori gladiators. Taunt these shielded enemies with your warriors while your ranged party members move to flank. Hold back wave after wave of attackers until the trebuchet can fire. The low, narrow areas of terrain on the east and west sides of the trebuchet serve as natural choke points, ideal for launching devastating area-of-effect attacks. After the trebuchet fires, head for the south trebuchet.

Tip

The Venatori spellbinders are vulnerable to cold-based attacks. Adjust your inventory and abilities to best counter this threat. If facing templars, fire-based attacks are most effective against the intimidating red templar knights.

South Trebuchet

The south trebuchet has been overrun by enemies. Eliminate all the hostiles, then approach the trebuchet. The crew has been killed, so it's up to you to fire it. Interact with the wheel-like crank on the trebuchet's east side to prepare the weapon for firing. For best results, position your party members around the eastern platform so they can defend you—the faster you fire the trebuchet, the sooner this battle is over. A status bar in the upper right corner of the screen indicates how much progress is needed before the trebuchet is ready to fire. While your party defends you, keep turning the crank until the trebuchet fires. The trebuchet seems to misfire, hitting the slope instead of the enemy, triggering an avalanche and burying many enemy soldiers in thick, heavy snow. This proves unexpectedly effective and could be a winning tactic that changes the course of the battle. But there's little time to celebrate. A dragon swoops in from above, spewing a fireball that reduces the trebuchet to charred splinters. The dragon's arrival changes everything, and it's obvious to all in the Inquisition. It's time to retreat. Return to Haven's gates immediately—you'll need to take shelter in the chantry.

Tip

Interact with the supply caches in Haven to replenish your healing potions. There's one next to Adan's workshop and another near the final trebuchet. You can only use each supply cache once, so make sure you're completely out of potions before topping off.

! Evacuate Haven

Quest Giver: N/A

Description: On your way to the chantry, help evacuate the inhabitants of Haven.

Requirements: Available after firing the south trebuchet

Reward: 128 XP, 80 Influence

Recommended Level: 6-8

Objectives:

- Help Harritt.
- Rescue Lysette.
- Rescue Seggrit.
- Rescue Flissa.
- Rescue Adan.
- Rescue Minaeve.
- Rescue Threnn.

Before reaching Haven's gate, stop at the structure adjacent to the blacksmith—Harritt needs help breaking down the door. Use a warrior in your party to smash the wooden crate blocking the door, allowing Harritt to gain entry and gather some supplies.

After passing through the gate, turn west to find Lysette fighting off several enemies. Help her finish off the attackers to give Lysette a clear path to the chantry.

Climb the central stairs and eliminate more enemies. Afterward, turn to the burning building to the east—Seggrit, the merchant, is trapped inside. Climb the ladder on the north side of the building and drop in through a hole in the roof to rescue Seggrit. Bust down the blocked door to escape.

Cross to the west and head toward the tavern. Eliminate the enemies surrounding the tavern, then enter the structure to save Flissa, trapped beneath a fallen beam.

West of the tavern, Adan and Minaeve have been injured. You must act quickly to help them to their feet before the approaching flames trigger an explosion, detonating the flammable trebuchet pots. If you hesitate, they'll both die.

Before entering the chantry, fight off the enemies on the east side—they've trapped Threnn. Eliminate all the attackers to save Threnn, then enter the chantry—there is nobody else left to assist.

The Chantry

Having retreated to the chantry, there isn't anywhere else to go. Cullen is inspired by your shot with the trebuchet—another shot could bury Haven, the attackers... and the Inquisition. Although Cullen is willing to sacrifice himself and the Inquisition, Chancellor Roderick, severely wounded during the attack, mentions a little-known path that could serve as an escape route. But if this plan is going to work, your party will need to stay behind and distract the dragon while the survivors of Haven escape.

Haven Finale

With your party in tow, fight your way back north to the lone trebuchet within Haven's wall. Expect heavy resistance along the way, so take your time. Despite the sense of urgency, there is no need to rush through these skirmishes. Prepare for an even larger battle at the trebuchet. This trebuchet must be rotated and aimed at the mountain behind the chantry. Upon your arrival, immediately interact with the wheel-like crank on the trebuchet's south side. Once again, position your party members around you so they can fend off attackers while you manually turn the crank. Rotating the trebuchet takes a while, and you may need to stop interacting with the crank to help your party members. But as soon as there's a lull in the fighting, return to the crank. This is most likely the toughest battle you've faced thus far, so constantly monitor the flow of the battle, occasionally using the tactical camera to reposition your party members. Among the standard enemies is one of two possible mini-bosses. If you sided with the mages, you'll face corrupted Knight-Templar Denam. If you allied with the templars, you'll encounter a brainwashed Grand Enchanter Fiona.

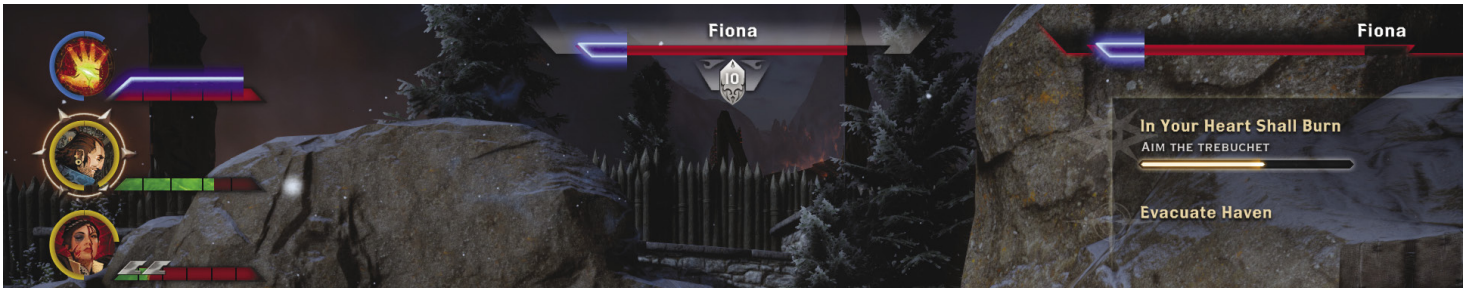
Knight-Captain Denam

Red lyrium has transformed Knight-Templar Denam into a grotesque behemoth. When he appears, turn your party's full focus to defeating him. Cold-based attacks are the most effective, so try to keep him chilled and frozen for the duration of the fight. Knight-Templar Denam is capable of dishing out heavy melee attacks. He can also create walls of red lyrium, potentially separating your party from one another. If a wall of red lyrium is deployed, make sure your ranged party members still have line of sight on Knight-Templar Denam. The red lyrium wall can be destroyed, but it's much better to focus your firepower on Knight-Templar Denam.

Tip

You can end the battles with Knight-Captain Denam and Grand Enchanter Fiona by fully turning the crank on the trebuchet.

Grand Enchanter Fiona



As the leader of the rebel mages, and brainwashed by the Venatori, Fiona is a formidable threat, capable of casting a variety of offensive and defensive spells. She's most vulnerable to physical attacks, so waste no time tanking her with your warriors. Fiona is also resistant to electrical attacks, so consider hitting her with cold- or fire-based spells. Freezing her in place with Winter's Grasp works well, allowing your warriors to move to close range and land some heavy blows.

The Elder One

Once you've aimed the trebuchet, the dragon swoops down and performs a fiery attack, knocking you off your feet and separating you from your party. The dragon's master, the Elder One, approaches through the flames and begins a conversation. It turns out the Elder One is actually Corypheus, thought to have been killed by Hawke, the Champion of Kirkwall. But somehow Corypheus has returned and is very interested in the mark upon your character's hand, calling it the Anchor. Holding a mysterious orb in his hand, Corypheus tries to remove the mark. But despite his best efforts, Corypheus cannot remove the Anchor. Before Corypheus and his dragon can kill you, your character fires the trebuchet, triggering another avalanche. Corypheus and his dragon manage to escape the incoming wall of snow and ice as your character flees into the wilderness, dropping into an icy subterranean passage.

Mark of the Rift

You find yourself in a tunnel somewhere beneath Haven. Walk toward the objective marker on the compass to find the exit. Along the way you come across a group of four despair demons. Since your encounter with Corypheus you've attained a new ability—Mark of the Rift. This is a powerful area-of-effect (AoE) attack, creating a rift and sucking all nearby enemies into the Fade. Activate the Mark of the Rift ability and place the AoE marker in the middle of the despair demons. If you manage to open the rift close enough to all four enemies, they'll be eliminated, clearing a path to the tunnel's exit. Mark of the Rift is the single most devastating ability in your arsenal. But before you can use it again, you must build focus. Focus is gained every time you and party members inflict damage on enemies. Once enough focus is gained, Mark of the Rift (and other focus abilities) can be activated. Outside the tunnel, head east through a blinding blizzard until you find Cullen, Cassandra, and some Inquisition troops—they've come back to find you.

The Dawn Will Come

Your intervention back in Haven bought the survivors enough time to escape before the avalanche buried the chantry. With nowhere to go, the Inquisition has established a temporary camp in the Frostback Mountains. As your character recovers, members of the war council argue about the next course of action. But Mother Giselle manages to rally the faithful with an old chantry hymn. Solas requests a private audience with you, revealing that the orb Corypheus was holding is of elven origin. He doesn't know how Corypheus could have found such a thing, but he's worried that the Inquisition will think elves are involved—he's especially concerned if your character is an elf. Despite these concerns, Solas offers to help the Inquisition find a new home, urging you to head north.

As Solas advised, your character leads the Inquisition through the Frostback Mountains to an abandoned fortress on the rocky terrain. This is Skyhold—the Inquisition's new home.

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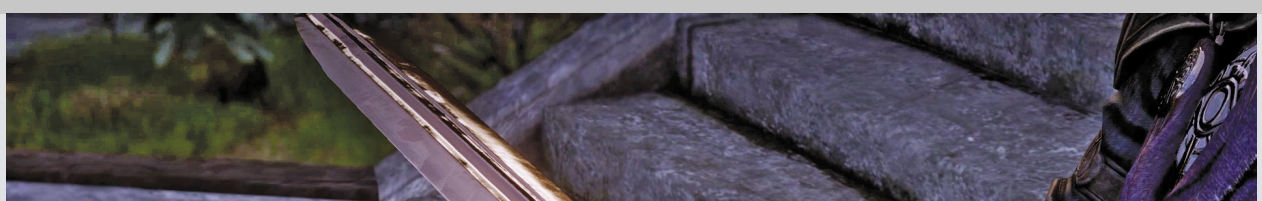
From the Ashes

Skyhold

With a new base of operations, the Inquisition is ready to make its mark on the world.

As the survivors of Haven and refugees from other regions file in through the gates of Skyhold, Cassandra engages you in a serious conversation. Both Cassandra and Leliana are convinced you should step up as the leader of the Inquisition. How will you respond to this honor?

Decision Point



During the conversation with Cassandra and Leliana, you're given the opportunity to declare what kind of leader you'll be. You're given several dialogue options, including some special options depending on your race and class. For instance, if playing as a non-human, you can make state how you'll stand for all, reinforcing the Inquisition's stance as an inclusive organization. Or if playing as a mage, you can choose to set an example for all mages. Pay close attention, because your choice can have a big impact on the approval of your party members. During an impromptu ceremony, Leliana hands over an ornate ceremonial sword while Cassandra, Cullen, and Josephine whip up support among the faithful in the courtyard. Cullen grants you the title of Inquisitor, drawing cheers from the crowd.

Approval: Inquisitor's Resolve

Dialogue Option	Blackwall	Cassandra	Cole	Dorian	The Iron Bull	Sera	Solas	Varric	Vivienne
Servant of Faith	–	↑↑↑	–	↓	–	↓↓	↓↓	–	↑↑
Fight for Order, not Faith	–	↑↑	–	–	–	↑↑	–	↑	–
Because it's Right	↑↑	–	–	–	↑	↑↑	↑	↑	–
Corypheus Must Be Stopped	↑	–	–	↑↑↑	↑	↑↑	–	–	–
Do it for my own power	↓↓↓	↓↓↓	–	↓↓	–	↓↓	↓↓↓	↓↓↓	–
Lead them to vengeance	–	↓	–	–	↓	↑↑	↓	↓↓	–
Special Dialogue Options									
A Dwarf Will Stand for Us All	–	–	–	–	–	↑↑	–	–	–
An Elf Will Stand for Us All	–	–	–	–	–	↓↓	↑	–	–

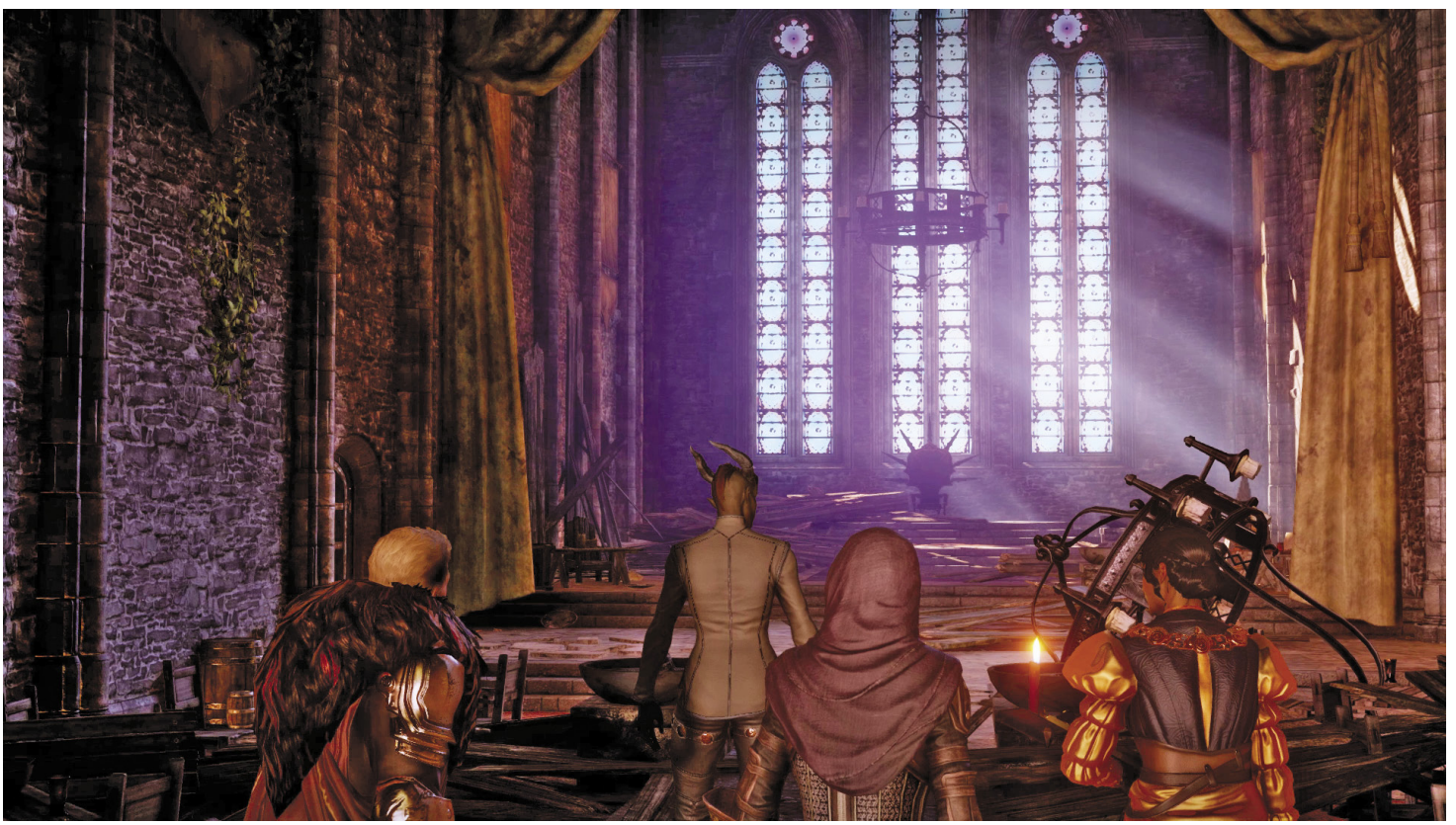
A Qunari Will Stand for Us All	–	–	–	–	↑↑	↑↑	–	–	–
Set An Example as a Mage	–	–	–	↑↑	–	↑	–	–	↑↑ ↑

Developer Tip

After getting to Skyhold, your followers will now have an additional skill tree unlocked! Go take a look!

— Barbara Klimek, QA Lead

Throne Room



But there isn't much time to celebrate. As Cullen, Leliana, and Josephine join you in Skyhold's throne room, it's clear this fortress must undergo major repairs before it can become a fitting headquarters for the Inquisition. While Cullen is doubtful Corypheus will attempt a direct attack on Skyhold, the Inquisition must be ready for anything. Leliana is concerned about the plot you uncovered to kill Empress Celene. The death of Celene could cause the chaos Corypheus needs to conquer southern Thedas. Varric joins the conversation, offering some help. He has an old friend who has crossed paths with Corypheus before. Agree to meet with Varric's friend—he can be found on the battlements to the west. But before seeking out Varric's friend, visit Josephine's new workspace.

Josephine's Concerns

Josephine has set up her office in the antechamber, just north of the throne room. She is deeply concerned about the threat to Empress Celene and feels this is a pressing matter for the Inquisition. If Empress Celene were to be assassinated, Josephine fears it would be a tipping point, causing all of Thedas to fall to Corypheus. Celene will be holding peace talks at Halamshiral under the guise of a grand masquerade ball. Josephine fears if there is an attempt on Celene's life, it will occur at this event. But at the moment, the Inquisition isn't influential enough to warn Empress Celene or acquire an invitation to the ball. Take this as your cue to gain more power. It will take 30 power to attend the ball, unlocking the Wicked Eyes and Wicked Hearts operation on the war table. In the meantime, turn your attention to meeting Varric's friend.

Developer Tip

After you get settled in Skyhold, you'll get an operation on the war table that allows you to invite three class-specific specialists to teach you their ways. This will unlock one additional skill tree for your character should you complete their quest.

— Barbara Klimek, QA Lead

The Champion of Kirkwall

Climb the western staircase to reach the top of the battlements, then begin a conversation with Varric. Here he introduces you to Hawke, the Champion of Kirkwall—and the hero of *Dragon Age II*. Hawke believes Corypheus is using his connection to the darkspawn to influence the Grey Wardens once more—this may explain the sudden disappearance of the Wardens. Hawke has a Warden friend in Crestwood. The identity of Hawke's Warden ally differs depending on your customized world state imported from Dragon Age Keep. In the default game state the Warden ally is Stroud. But Loghain and Alistair are possibilities if you imported a world state. Whoever Hawke's Warden friend is, they're concerned about corruption within the ranks and have taken refuge in an old smuggler's cave in Crestwood. Hawke suggests meeting him and his Warden friend in Crestwood to learn more about the status of the Grey Wardens. After talking to Hawke, the From the Ashes quest is complete.

Speak to Cassandra after the conversation with Hawke and prepare to intervene (or watch) as she goes after Varric. Cassandra's explosive temper is on full display as she chases Varric, outraged he's been hiding Hawke from her all this time. Try to smooth things over with both Cassandra and Varric—they both have good points. Whom will you support? Take some time exploring Skyhold before heading to the war room to plan the Inquisition's next move.

Note

For the purpose of this walkthrough the default character of Stroud is used when referencing Hawke's Warden friend.

Note

If you imported a world state from *Dragon Age Keep*, you can customize Hawke's gender, appearance, and key decisions to match your gameplay experience from *Dragon Age II*.

Gaining Power

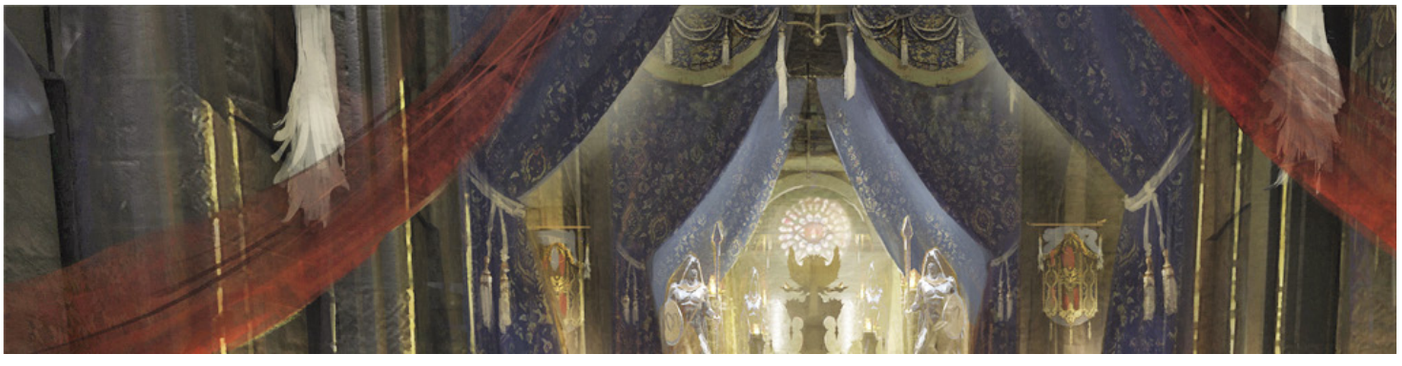
After speaking to Hawke and exploring Skyhold, take stock of the Inquisition's power—you need eight power to unlock the Find the Warden operation on the war table, giving you access to Crestwood. If you've been completing side quests during your adventure, chances are you have enough power to make the next move. Otherwise, you'll need to head out into the wilderness and obtain more power. You can obtain enough power by heading back to the Hinterlands and completing more quests. But there are also plenty of power-building opportunities in the Fallow Mire and Storm Coast. There are new locales now available on the war table, but as with the Fallow Mire and Storm Coast, it will cost you power to scout the Exalted Plains, Emerald Graves, Western Approach, and Emprise du Lion. So if you're set on reaching Crestwood as soon as possible, stick to the Hinterlands when gathering power.

Recommended Quests		
Quest/Activity	**Locale**	**Power**
Apostates in the Witchwood	The Hinterlands	2
Trouble with Wolves	The Hinterlands	1
Establish Forest Camp	The Hinterlands	1
Establish Dusklight Camp	The Hinterlands	1
The Ballad of Lord Woolsey	The Hinterlands	1
Rifts in the Woods	The Hinterlands	2

Exploring Skyhold

Before taking off for Crestwood, or any other locale, consider taking some time to get familiar with your new home. In its current state, only part of Skyhold can be explored—rubble and debris block certain passages and doorways. But there are still plenty of places to explore. Also, take a moment to speak to all of your party members. A few side quests introduce you to new areas in Skyhold.

! Welcome to Skyhold



Quest Giver: N/A

Description: This new home for the Inquisition has a lot to offer. Take a look around.

Requirements: Available after entering Skyhold

Reward: 50 XP

Recommended Level: 6-8

Objectives:

- Find the war room.
- Find the blacksmith.

The new war room is down the hall from Josephine's office in the antechamber. If you haven't already, visit the war room and assign advisors to new missions. Remember to collect rewards from any completed missions.

Harritt has set up shop in the undercroft—enter the door directly south of the throne. This area contains all the blacksmith stations you became familiar with in Haven. It also contains tables where you can equip and craft potions. Use this opportunity to craft new armor, weapons, and upgrades.

Inquisition Trappings

Quest Giver: N/A

Description: Skyhold can be customized in a variety of ways to best reflect the style and priorities of the Inquisition.

Requirements: Available after entering Skyhold

Reward: None

Recommended Level: 6-8

Objectives:

- Go to the undercroft.

While you're in the undercroft, approach the Skyhold customization bench to plan out the design of the castle. From this menu you can select custom banners, beds, drapery, heraldry, decor, thrones, and windows. Some of these customization options are locked. You'll need to acquire new items through exploration, and some objects can be purchased from merchants in Val Royeaux. These options affect merely the aesthetics of Skyhold and do not impact gameplay.

New Recruit: Cole

Whether you completed In Hushed Whispers or Champions of the Just, you must speak with Cole to keep him in the Inquisition. Look for Cole in the courtyard, as part of The Forgotten Boy side quest. Cassandra, Solas, and Vivienne discuss what to make of Cole—Vivienne wants him gone while Solas feels he could be helpful. Speak with Cole before making your decision—he's busy tending to the wounded in the courtyard. If you extend an invitation to Cole, you gain immediate retroactive approval for any quests where you helped people, such as those for the refugees at the Crossroads in the Hinterlands. Unlike other party members, Cole doesn't have to be present for you to gain or lose approval from him. As a member of the Inquisition Cole is available to join your party.

New Recruit: Dorian

If you completed Champions of the Just, you haven't had many opportunities to speak to Dorian since he showed up at Haven's main gate prior to the Venatori attack. Dorian has followed you here and resides in the library south of the throne room. Head upstairs and have a word with him. At this point you have the opportunity to thank Dorian for assisting the Inquisition back in Haven. You can also ask him to join the Inquisition. Like other companions, Dorian can then be selected as a party member during your future adventures.

Note

After speaking to Dorian, introduce yourself to Helisma, also in the library. She has replaced Minaeve as the Inquisition's new researcher—even if Minaeve survived Haven, she is now serving the Inquisition in other ways. From now on, drop off any research items on the table next to Helisma.

The Arcanist

At the war table, select the Acquire the Arcanist mission, located in north Ferelden. This mission requires no power and takes no time to complete. Afterward, visit the undercroft to meet Dagna. She allows you to craft your own runes. Using rune schematics and blank runes, you can now add runes to your weapons, improving their stats in various ways. Simply meeting Dagna grants you access to the Corrupting Rune schematic. For more information on crafting runes, reference the Crafting chapter.

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Here Lies the Abyss

Skyhold 1

Varric has a friend named Hawke, who fought Corypheus once before and now fears Grey Wardens are under the influence of the ancient darkspawn. Hawke has a Warden contact who may be able to say more.

When you've acquired a minimum of eight power, return to the war room in Skyhold. Take a moment to add any perks, then make sure your advisors each have a mission assigned. In Ferelden, locate the Find the Warden marker on the map and select it to access Crestwood—this is where Hawke's Warden friend, Stroud, is hiding out. Crestwood has not been visited since the Breach, so the situation on the ground is unknown. After confirming the scouting operation, Scout Harding reports Hawke's friend is indeed somewhere in Crestwood—along with plenty of undead. Next, select your party and proceed to Crestwood.

Judgments

Eventually you can interact with the throne in Skyhold to conduct judgments. This is where you decide the fate of criminals within the custody of the Inquisition. Any time you can interact with the throne, a new judgment is available. For more information on judgments (and their consequences), reference the Skyhold section in the Exploration chapter.

Note

At this point you can choose to complete Here Lies the Abyss or Wicked Eyes and Wicked Hearts; these two quests can be completed in any order. The XP and loot earned from Wicked Eyes and Wicked Hearts can make the combat easier in Here Lies the Abyss.

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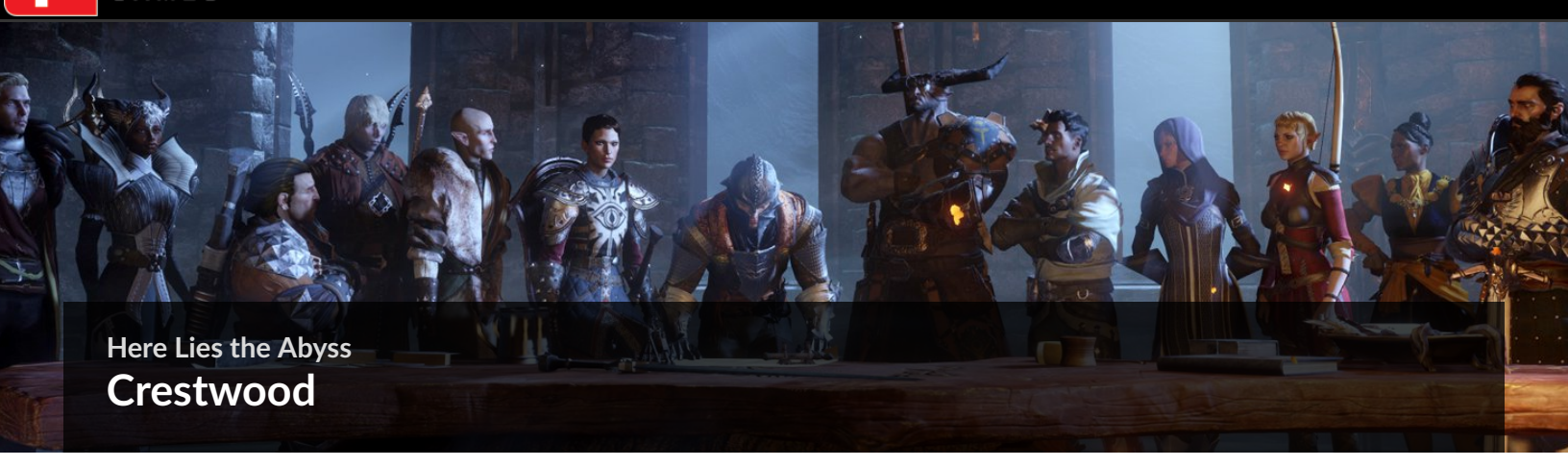

Here Lies the Abyss

Crestwood

Scout Harding greets you at the North Gate Camp in Crestwood, filling you in on a few details about the locale. Apparently there was a flood 10 years ago during the Blight, forming a large lake. When a rift appeared in the middle of the lake, corpses began emerging from the water and attacking the living. Stroud has been tracked to a cave to the east—Harding warns you'll likely encounter heavy resistance from the undead along the way. After speaking to Harding, talk to the requisition officer to get a new requisition quest. There is a lot of work to be done in Crestwood. How you proceed is up to you, but for starters, seek out Stroud.

Note

In the game's default world state, Stroud is the Warden you must find in Crestwood, but if you're importing a world state from *Dragon AgeKeep*, you can select Loghain or Alistair as Hawke's Warden ally.

Stroud: A Wanted Warden

On the road east of the camp, you encounter two Grey Wardens battling some corpse archers. Help finish off the undead enemies, then initiate a conversation with the lead Grey Warden. He's grateful for your party's assistance and reveals that he's here to find Stroud—apparently Stroud has gone rogue and is wanted by the Wardens for questioning. The Inquisitor is careful not to reveal any details about Stroud during the conversation. But a greater sense of urgency is now apparent—you need to find Stroud before the Wardens do.

Agents of the Inquisition

After speaking to the Warden, enter the house along the road to the north. Inside, a young woman, Jana, is enthused about witnessing the Grey Wardens in action—they saved her from those corpse archers. Persuade her not to join the Grey Wardens—if Hawke's theory is correct, the Wardens have been compromised. If Solas is in your party, he can convince Jana to join the Inquisition instead.

Stroud's Hideout

Head for Stroud's cave to the southeast, passing the village of Crestwood and Caer Bronach along the way. There is a heavy undead presence outside the village's gates. After eliminating the enemies, consider making a quick detour to visit the village's mayor to start the Still Waters side quest. If you want, you can also liberate Caer Bronach to give the Inquisition access to a keep. Continue east and set up an Inquisition camp at Three Trout Pond before meeting with Stroud.

Hawke is waiting for you outside the cave where Stroud has taken refuge. Speak with Hawke, then enter the cave. Stroud reveals that all of the Grey Wardens are hearing the Calling, giving them the false belief that they're dying. Wardens who have heard the Calling head to the Deep Roads to meet their fate against the darkspawn. Stroud feels Corypheus is behind this bluff in an attempt to eliminate the Grey Wardens. With the Grey Wardens gone, there will be nobody left to stop the next Blight. Stroud was forced to run when he protested against Warden-Commander Clarel's plan to perform a blood magic ritual thought to prevent all future Blights. Clarel and the Grey Wardens are gathering near an ancient Tevinter ritual tower in the Western Approach. Stroud wants you to meet him there—perhaps you can find more answers.

Gaining Power

You'll need to acquire eight more power before you can join Stroud in the Western Approach. Fortunately, there's plenty to do in Crestwood to obtain the power you need—simply closing a Fade rift earns you two power here. Start by completing the Still Waters quest—it's easy to do Burdens of Command and Homecoming while doing this main quest. Also, Capturing Caer Bronach nets the Inquisition two power and a keep. When you have at least eight power, return to Skyhold.

Recommended Quests

Quest/Activity	Locale	Power
Establish Three Trout Pond Camp	Crestwood	1
Rift Near the North Gate	Crestwood	2
Capturing Caer Bronach	Crestwood	2
Rift at Caer Bronach	Crestwood	2
Still Waters	Crestwood	5
Burdens of Command	Crestwood	2
Homecoming	Crestwood	2
Rifts at Three Trout Farm	Crestwood	4

Note

For details on completing Still Waters and other quests in Crestwood, reference the Exploration chapter.

Developer Tip

Don't be afraid to head back to your base camp to sell your extra inventory. If you're in the middle of a mission and run out of room, you don't want to leave something behind if you don't have to.

— Arone Le Bray, QA Narrative Analyst

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Here Lies the Abyss

Skyhold 2

Upon your return to Skyhold, head for the war room. Little by little, Skyhold is undergoing repairs, evident by scaffolding and noticeable improvements. Each time you return, more progress will be made. At the war table, update assignments for your advisors—there should be plenty of missions to keep them busy. Next, choose the Investigate the Western Approach operation in western Orlais, costing eight power. Once the operation is complete, Inquisition scouts confirm that a large force of Grey Wardens has arrived in the Western Approach—it appears Stroud's information was correct. It's time to meet up with Stroud in the Western Approach and see what the Wardens are up to. Select your party members and move out.

Inquisitor Trainers

When selecting missions on the war table, don't overlook the Specializations for the Inquisitor mission located in northern Ferelden. This particular mission costs no power and takes no time to complete, so there's no reason to skip it. Upon the operation's completion, three trainers enter Skyhold, each with a specialization quest. Study the requirements for each quest and choose the specialization that best fits your character and style of play. While you can gather components for all three quests, you can only complete one, unlocking only one of the specialization trees. So make your decision carefully. Reference the Classes and Abilities chapter for a complete rundown of all abilities found within each specialization.

Trainer Quests

Trainer	Class	Quest	Trainer Location
Lord Chancellor de Lion	Warrior	Way of the Champion	Battlements
Breaker Thram	Warrior	Way of the Reaver	Battlements
Ser	Warrior	Way of the Templar	Battlements
Heir	Rogue	Way of the Assassin	Near Stables
Kihm	Rogue	Way of the Tempest	Near Stables
Three-Eyes	Rogue	Way of the Artificer	Near Stables
Commander Helaine	Mage	Way of the Knight-Enchanter	Lower Courtyard
Viuus Anaxas	Mage	Way of the Necromancer	Lower Courtyard
Your Trainer	Mage	Way of the Rift Mage	Lower Courtyard

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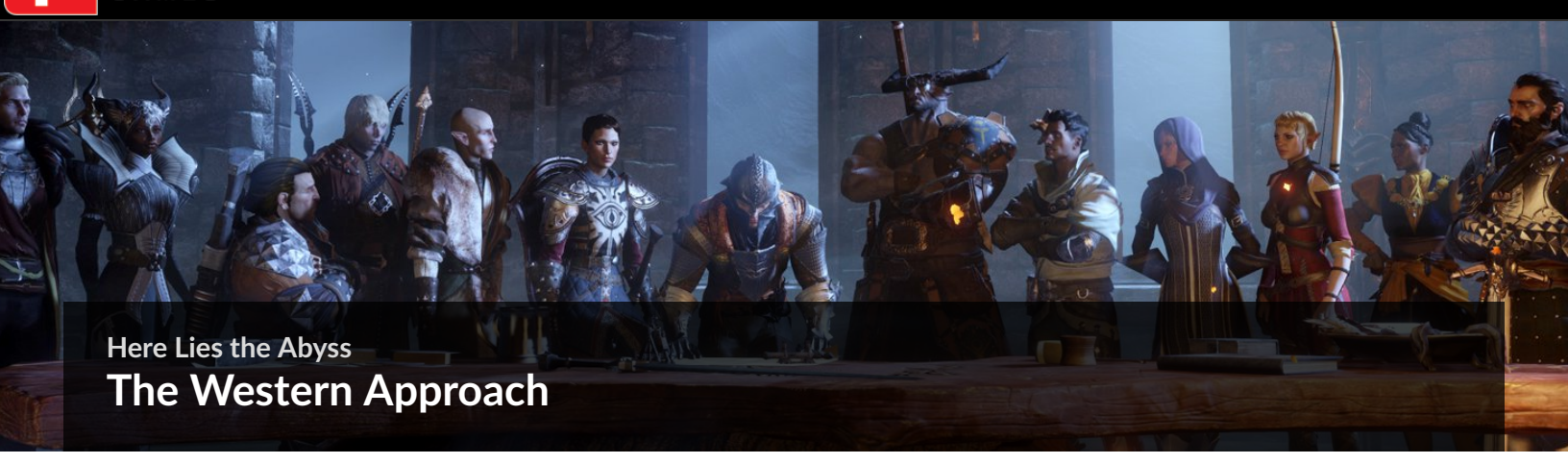

Here Lies the Abyss

The Western Approach

Upon your arrival in the Western Approach, Harding confirms Grey Warden activity in the area. But her scouts have not been able to get close enough to see what the Wardens are doing—sandstorms and the hostile wildlife have been a challenge. Despite the harsh conditions, Harding's scouts have intercepted a message from a Venatori courier. The message can be found on a table to the east, by the requisition table—it appears the Venatori are searching for something in a nearby mine. After speaking to Harding, talk to the requisition officer to receive a requisition quest for the Western Approach. Next, begin your long journey to the Tevinter tower where Hawke and Stroud are waiting. Close the Fade rift along the road to the west as you exit the Lost Spring Canyon camp—closing Fade rifts here nets you two power each.

Note

While traveling to the Tevinter ritual tower, complete some side quests along the way, including the closing of more Fade rifts and establishment of camps—you'll need the power later. You can complete the Tevinter side quest by entering the Forgotten Mine in the canyons and reading another note. The mines here also contain red lyrium deposits you can destroy for Varric's Seeing Red quest. Also, look for raiders who have stolen research supplies from Frederic's team to complete the Draconology quest.

Tevinter Ritual Tower

Hawke and Stroud greet you at the entrance of this ancient Tevinter ruin. Stroud fears the Wardens have already begun the blood magic ritual. As you approach, a Grey Warden is killed by one of his brothers as part of the ritual, summoning a rage demon. Magister Erimond, a Tevinter mage, is attempting to teach the Wardens how to bind and control demons—along with the rage demon, they've also taken a few shades under their control. Stroud is outraged by this, but he is incapable of getting through to his fellow Wardens—Corypheus has already claimed their minds. Erimond reveals this was all part of Corypheus's sinister plan—raise a demon army for Corypheus and slay the Wardens in the Deep Roads.

When Erimond attempts to control you through magical manipulation of the Anchor, the Inquisitor fights back, sending a surge of energy back in Erimond's direction. Panicked by the Inquisitor's counter, Erimond flees while ordering the demons and compromised Wardens to attack. Deal with the rage demon first, preferably using cold-based attacks to chill and freeze it while methodically chipping away at its health. There are also a couple of Warden spellbinders among the group—they're vulnerable to fire-based attacks. But watch for the icy glyphs they place around themselves—these are ice mines. Watch your step, or simply eliminate these enemies with ranged attacks.

Following the battle, Stroud notes the direction Erimond fled. There's an abandoned Warden fortress in that direction called Adamant. Hawke and Stroud will scout Adamant to confirm the other Wardens are there and then meet you back in Skyhold.

Tip

Don't forget your Mark of the Rift ability. If you've acquired enough focus, opening a rift at the tower is the quickest way to end this fight, pulling your foes into the Fade.

Gaining Power

Before returning to Skyhold, take some time exploring the Western Approach. Staging an attack on Adamant won't be easy, and you'll need to accumulate 20 power to unlock the operation on the war table. Closing Fade rifts is a worthwhile activity, since each sealed rift earns you two power. There is also a Venatori-held keep to the east—capturing it nets you two power. When you've acquired at least 20 power, return to Skyhold to plan your attack on Adamant.

Recommended Quests

Quest/Activity	Locale	Power
Rifts in the Canyons	The Western Approach	4
Establish Nazaire's Pass Camp	The Western Approach	1
Rifts off the Pass	The Western Approach	4
Establish Craggy Ridge Camp	The Western Approach	1
Rifts in Sand and Dust	The Western Approach	4
Assault on Griffon Wing Keep	The Western Approach	2
Frederic's Livelihood	The Western Approach	2
Fortress Squatters	The Western Approach	2
How to Lure a Dragon	The Western Approach	2

Note

The sulfur pits in the Dust Plains prevent you from exploring all of the Western Approach. After capturing Griffon Wing Keep, plant a flag here to unlock the Source of the Darkspawn operation. Complete this operation on the war table (costing two power) to have Cullen's men construct a bridge over the pits. The bridge allows you access to the rest of the Western Approach.

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Here Lies the Abyss

Skyhold 3

On your return to Skyhold, Hawke is talking to Varric in the hallway leading to the war room. Hawke informs you that the war council is devising a plan to attack Adamant. Continue into the war room to join the conversation. On the war table, select the Here Lies the Abyss operation to begin the assault on Adamant. Cullen is confident the Inquisition's siege engines will make quick work of the old fortress's walls. But Leliana fears Erimond is already raising a demon army within Adamant. Josephine suggests trying to sway the Wardens to join the Inquisition in the fight against Erimond and Warden-Commander Clarel. While convincing the warriors may work, Leliana feels the Warden mages are completely under the control of Corypheus. When you're ready to begin the attack, confirm the operation and select your party. It's a good idea to bring along Blackwall for this mission—he can make a speech to the Wardens at a pivotal moment, making your job much easier. If you haven't already, recruit Blackwall (in the Hinterlands) now. You can't recruit him after Adamant.

Developer Tip

I enjoy bringing Iron Bull, Sera, and Cole to Adamant Fortress. No one is happy to be there and it results in some phenomenal banter.

— Aron Bend, QA

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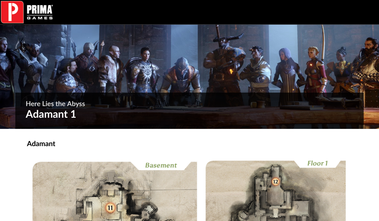
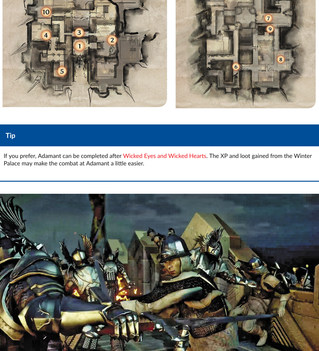


Here Lies the Abyss

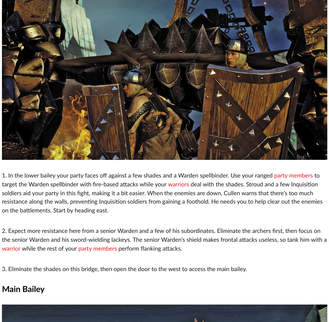
Adamant 1

Adamant



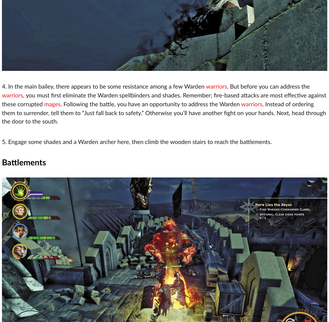
Tip

If you prefer, Adamant can be completed after Wicked Eyes and Wicked Hearts. The XP and loot gained from the Winter Palace may make the combat at Adamant a little easier.



The full power of the Inquisition's army is on display during the attack on Adamant. Trebuchets pound the walls of this old Warden fortress, while a battering ram knocks open the main gate. Stroud accompanies your party into the fortress and will fight alongside you during the assault.

Lower Bailey

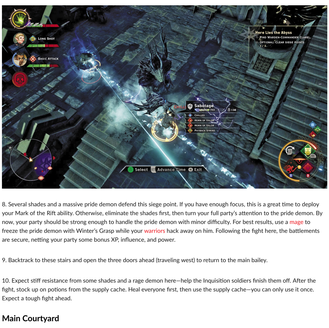


1. In the lower bailey your party faces off against a few shades and a Warden spellbinder. Use your ranged party members to target the Warden spellbinder with fire-based attacks while your warriors deal with the shades. Stroud and a few Inquisition soldiers aid your party in this fight, making it a bit easier. When the enemies are down, Cullen warns that there's too much resistance along the walls, preventing Inquisition soldiers from gaining a foothold. He needs you to help clear out the enemies on the battlements. Start by heading east.

2. Expect more resistance here from a senior Warden and a few of his subordinates. Eliminate the archers first, then focus on the senior Warden and his sword-wielding lackeys. The senior Warden's shield makes frontal attacks useless, so tank him with a warrior while the rest of your party members perform flanking attacks.

3. Eliminate the shades on this bridge, then open the door to the west to access the main bailey.

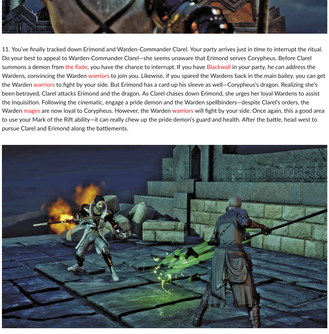
Main Bailey



4. In the main bailey, there appears to be some resistance among a few Warden warriors. But before you can address the warriors, you must first eliminate the Warden spellbinders and shades. Remember; fire-based attacks are most effective against these corrupted mages. Following the battle, you have an opportunity to address the Warden warriors. Instead of ordering them to surrender, tell them to "Just fall back to safety." Otherwise you'll have another fight on your hands. Next, head through the door to the south.

5. Engage some shades and a Warden archer here, then climb the wooden stairs to reach the battlements.

Battlements



6. Fight your way past demons and Wardens to reach the first of three siege points. Securing these points will allow Inquisition soldiers to get a foothold within Adamant. This particular siege point is guarded by a rage demon. Hit the demon with cold-based attacks in an attempt to chill and freeze it. Once the rage demon is down, eliminate all remaining enemies to secure this siege point.

Note

Clearing the siege points on the battlements is purely optional, but completing this task earns you a generous amount of XP, 150 influence, and two power—well worth the detour.

7. Hawke and a few Inquisition soldiers are busy fighting off a few Warden spellbinders and a massive pride demon at this siege point. Take out the spellbinders first, then focus on the pride demon. After the fight, Hawke offers his assistance. If you tell him to "Keep them off me," Hawke will join you. If you tell him to "Protect my troops," he will stay behind and help hold the battlements. Next, head south to secure the third and final siege point.

8. Several shades and a massive pride demon defend this siege point. If you have enough focus, this is a great time to deploy your Mark of the Rift ability. Otherwise, eliminate the shades first, then turn your full party's attention to the pride demon. By now, your party should be strong enough to handle the pride demon with minor difficulty. For best results, use a mage to freeze the pride demon with Winter's Grasp while your warriors hack away on him. Following the fight here, the battlements are secure, netting your party some bonus XP, influence, and power.

9. Backtrack to these stairs and open the three doors ahead (traveling west) to return to the main bailey.

10. Expect stiff resistance from some shades and a rage demon here—help the Inquisition soldiers finish them off. After the fight, stock up on potions from the supply cache. Heal everyone first, then use the supply cache—you can only use it once. Expect a tough fight ahead.

Main Courtyard

11. You've finally tracked down Erimond and Warden-Commander Clarel. Your party arrives just in time to interrupt the ritual. Do your best to appeal to Warden-Commander Clarel—she seems unaware that Erimond serves Corypheus. Before Clarel summons a demon from the Fade, you have the chance to interrupt. If you have Blackwall in your party, he can address the Wardens, convincing the Warden warriors to join you. Likewise, if you spared the Wardens back in the main bailey, you can get the Warden warriors to fight by your side. But Erimond has a card up his sleeve as well—Corypheus's dragon. Realizing she's been betrayed, Clarel attacks Erimond and the dragon. As Clarel chases down Erimond, she urges her loyal Wardens to assist the Inquisition. Following the cinematic, engage a pride demon and the Warden spellbinders—despite Clarel's orders, the Warden mages are now loyal to Corypheus. However, the Warden warriors will fight by your side. Once again, this a good area to use your Mark of the Rift ability—it can really chew up the pride demon's guard and health. After the battle, head west to pursue Clarel and Erimond along the battlements.

12. Continue along the battlements, battling demons along the way. When you reach this spot, Clarel and Erimond are engaged in a duel. When it appears the Warden-Commander has the upper hand, Corypheus's dragon swoops down and attacks Clarel, biting down on her body and spitting her out. The dragon then stalks your party, pushing you closer and closer to a ledge. Before the dragon can attack, Clarel casts one last spell, striking the dragon's underbelly, causing it to collapse. The dragon tumbles and crashes through the stone walkway, causing it to crumble beneath your party's feet. As your party plummets through the air, the Inquisitor opens a Fade rift, sending you, your followers, Hawke, and Stroud into the Fade.

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Here Lies the Abyss

The Fade

The Fade

LEGEND

Eluvian

While you've managed to save yourself, Stroud, Hawke, and your party, you're all now trapped in the surreal world of the Fade—you need to find a way out. On the plus side, you gain 150 influence and two power for your work at Adamant. There's a supply cache just east of the starting position. Take this opportunity to replenish your party's potions.

The Raw Fade

1. Climb the stairs to the east to trigger a conversation with none other than Divine Justinia V... or is it? If Cassandra is in your party, even she isn't sure if this is the real Divine or not. Stroud feels this visage is most likely a spirit or a demon. Despite the suspicions of your party, the entity knows what really happened at the Temple of Sacred Ashes. She compels you to recover your memories by slaying demons in the Fade. Help your party eliminate the wraiths that appear. Each wraith leaves behind a green, glowing memory you must pick up, like loot—gather all four memories following the fight. When the final memory is retrieved, a cinematic shows the events leading up to the explosion at the Temple of Sacred Ashes: In an attempt to save the Divine, you interrupted Corypheus's ritual and touched the mysterious orb, causing the Anchor to appear on your hand. It's also revealed that it was the Wardens who were working with Corypheus at the temple, a fact that enrages Hawke.

2. After meeting with the Divine, head here and eliminate a few more wraiths. Interact with the table to begin the Fears of the Dreamers side quest. Use the search function to find a candle east of the table. Retrieve the candle and place it on the table. You can now interact with the nearby chair to gain one point of magic. Look for more Fears of the Dreamers objects during your journey through the Fade—there are five riddles you must solve to complete this quest.

! Fears of the Dreamers

Quest Giver: Interact with the table.

Description: Fears torment the dreamers. Find the answers that may calm their fears, so that they may find peace.

Requirements: Enter the Fade.

Reward: Varied stat boosts, 242 XP, 80 Influence

Recommended Level: 10-12

Objectives:

- Find and solve five riddles.

Five riddles spread throughout the Fade must be solved. Use the accompanying map to locate the objects associated with each riddle. Each time you solve a riddle, you'll obtain a stat boost. This quest is purely optional, but it's easy to complete and well worth the minimal effort.

Tip

Interact with the deposits of shadowed viridian crystals to retrieve different types of essence, useful for crafting runes.

3. Fight your way through the shades and wraiths here, then interact with the large mirror-like object to the east—these are called eluvians. Interacting with them boosts a different stat by one point. This one boosts Magic.

4. Return to the area where you spoke to the Divine and descend these stairs—watch out for a couple of shades.

5. When you reach this clearing, the voice of the Nightmare can be heard, taunting you. Ignore the taunts and turn your attention to the large group of wraiths and shades. After defeating the demons, complete the second Fears of the Dreamers riddle. Search for the flowers next to the skeleton in the south and place them in the vase to the north to gain a one-point Constitution stat boost.

6. Examining the eluvian here gives you a Dexterity boost.

7. You come under attack by several giant spider-like creatures called fearlings. But they have different names, like The Blight, Mages, and The Harrowing—are these the fears of the Inquisitor? Don't get lost in the Nightmare's mind games. Eliminate the fearlings with the aid of your party. The tight quarters make AoE attacks very effective, but wait until the creatures bunch up.

8. The Divine is waiting for you here. Feel free to ask her more questions, but she needs you to defeat more demons to recover your memories. Consider replenishing your potions at the nearby supply cache before beginning the attack. Retrieve the memories left behind by the wraiths to trigger another cinematic showing your escape from the Fade after the events at the temple. It was the Divine, not Andraste, who reached out to you. As you escaped, the Divine died. This entity you're speaking to isn't the Divine at all, but a spirit taking the Divine's form. But it isn't a malevolent spirit, as it's helping you escape from the Fade. Hawke and Stroud get in an argument over the Wardens' involvement in all of this—convince them to put their differences aside for now and defeat the next round of fearlings.

9. Complete the third Fears of the Dreamers riddle here. Search for the tarot card next to the skeleton and place it in the cauldron to the west. You earn a one-point Strength increase for solving this riddle.

10. Battle more fearlings and a terror here, then examine the nearby eluvian to increase your Willpower by one point.

11. Defeating the fearlings here allows the spirit to open another barrier, giving you access to a large clearing.

12. Climb the stairs to the north to confront two pride demons. Wait until both pride demons are next to each other, then use Mark of the Rift to eat away their health. Your ability might not be enough to kill both pride demons, but it will weaken them significantly. After the fight, search up here to locate a stuffed animal—the solution to the fourth Fear of the Dreamers riddle. Place the stuffed animal on the bed to the east to gain one point of Willpower.

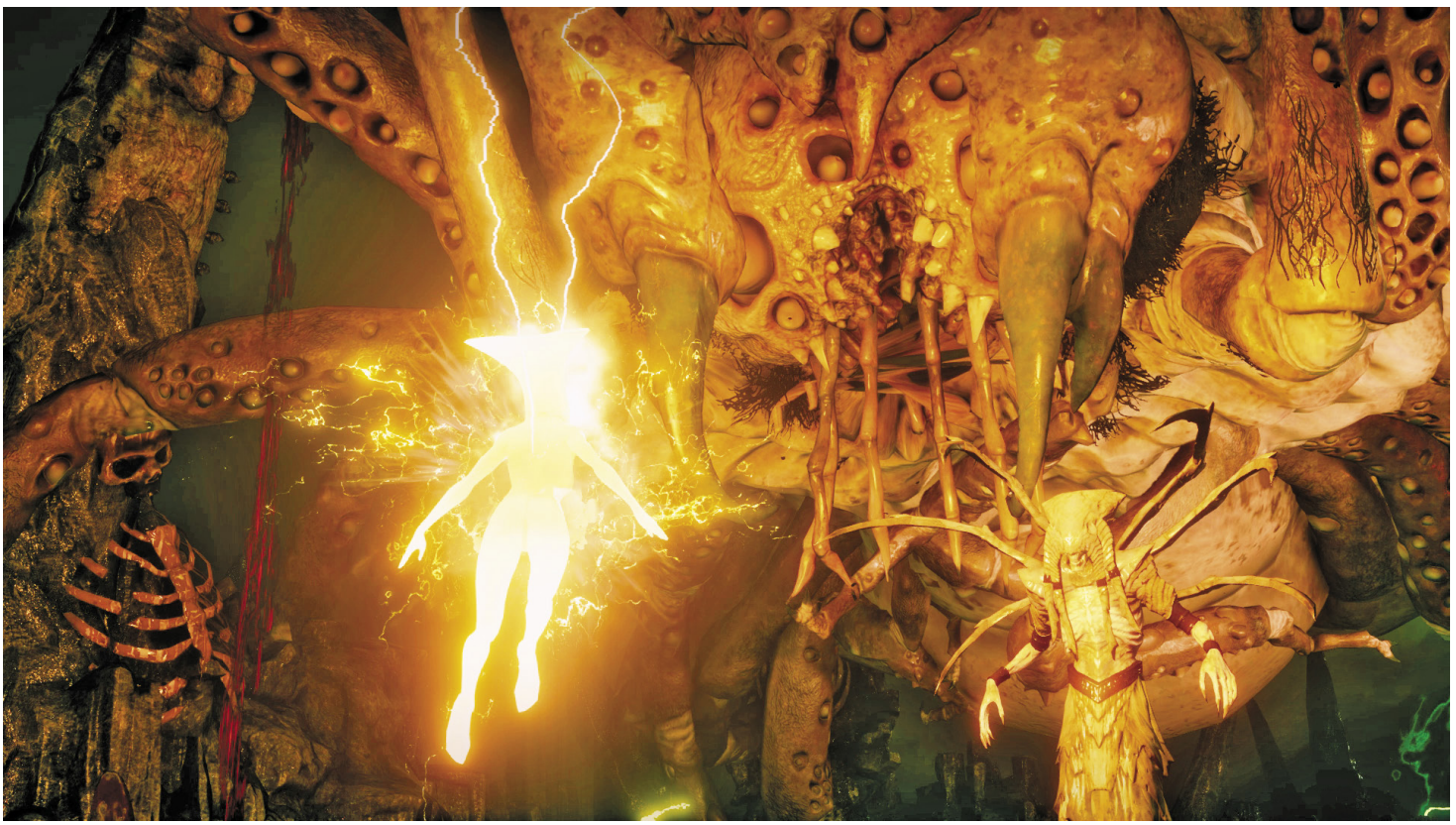
13. Descend the steps to this lower area to find the fifth and final Fears of the Dreamers riddle—you may have to eliminate a few demons nearby. The solution to the riddle is in the graveyard to the east; notice how each tombstone is inscribed with the name of a Inquisition member, followed by their fear. Search the tombstone in the center of the graveyard to retrieve a vial of darkspawn blood. Take the vial back to the table to earn a one-point Cunning stat boost.

14. If you're up to the challenge, eliminate the gibbering horrors here to gain access to the eluvian. Examining the eluvian gives you a one-point Strength boost.

15. Help the spirit remove another barrier by defeating another round of fearlings. Watch out for the arrival of some shades, wraiths, and despair demons as well. Once these demons are defeated, turn your attention to the pride demon marching down the steps to the north. Try to block him on the staircase, then use AoE attacks to dish out some heavy damage—avoid using Mark of the Rift here; you'll want to use it later. When all the demons are dead, the barrier is removed, giving you access to a rift at the end of a long cave.

16. If you completed all five riddles in the Fears of the Dreamers quest, your reward awaits here. Gather the loot to complete the quest, netting you some bonus XP and influence, as well as some gear. The cave also holds a supply cache. Heal all your party members before interacting with the supply cache—you face a tough fight ahead.

Nightmare's Lair



A rift leading back to Adamant is just ahead, at the cave's exit, but a massive spider-like demon is blocking your path. The friendly spirit charges ahead, sacrificing itself and causing the massive demon to vanish—for now. Turn your attention to the Aspect of the Nightmare—this is a fear demon. This creepy-looking boss is accompanied by several fearlings. Immediately engage the tactical camera and use Mark of the Rift to kill off the fearlings and deplete the fear demon's barrier. The fear demon has the ability to disappear and reappear in a new location, so try to hit it with this AoE ability early on, before it can dematerialize.

This boss is resistant to spirit-based attacks, but all other spells and status effects are effective. Use your party's abilities to pour on as many damaging status effects as possible in an effort to quickly deplete the fear demon's health. Throughout the battle more fearlings (and a few wraiths) will appear, so keep an eye on the compass to identify the appearance of new enemies. Make sure your ranged party members aren't swarmed by these pesky creatures—taunt them with your warriors. The fear demon will also deploy a new barrier from time to time—your party will need to cut through the barrier to resume dealing damage to the fear demon's health.

Decision Point

Following the defeat of the fear demon, the massive spider-like demon reappears. Hawke volunteers to stay behind and distract the demon while the rest of you escape through the rift. But Stroud feels it's his responsibility as a Warden to stay behind. You must make the decision, choosing whether Hawke or Stroud remains in the Fade. Your decision has no positive or negative consequences on the approval of your party members, so simply make the decision you feel is right. Once the decision is made, your party rushes through the rift while Hawke or Stroud stays behind and battles the demon.

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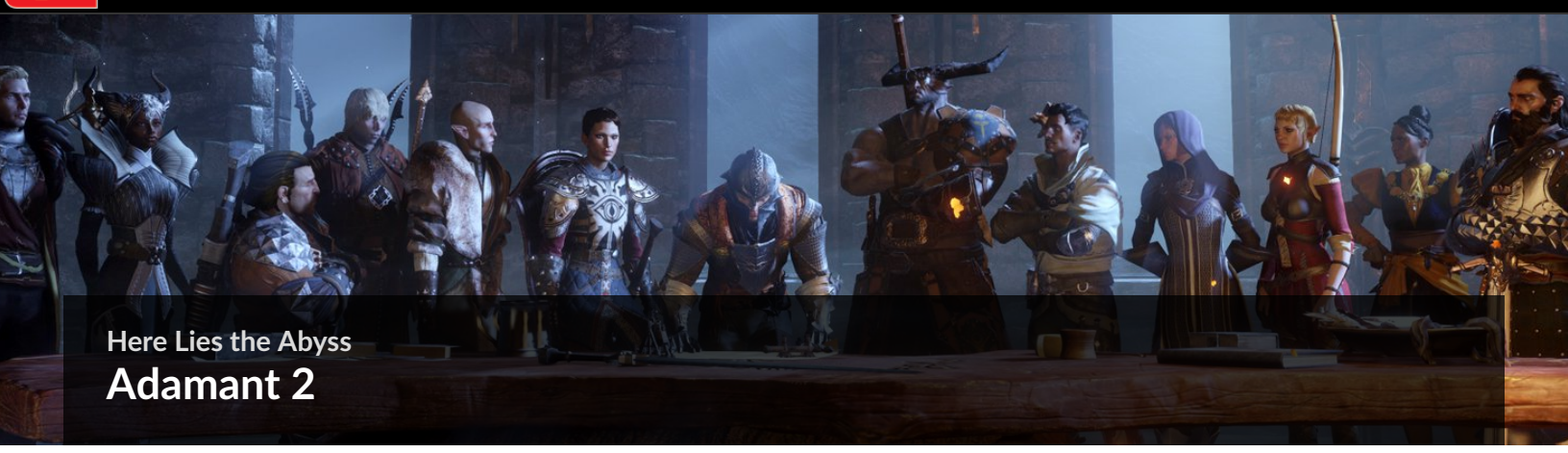

Here Lies the Abyss

Adamant 2

Your party reemerges in Adamant's main courtyard, spilling out of the rift opened by Erimond and Clarel. The Inquisitor uses the Anchor to close the rift, causing all remaining demons to perish—Adamant is now secure and under the control of the Inquisition. An Inquisition scout reports that Corypheus's dragon managed to escape but Erimond has been taken alive. The absence of Stroud or Hawke has not gone unnoticed. Respond how you see fit to explain their selfless sacrifice. Next, you must decide the future of the Grey Wardens. Afterward, you're automatically returned to Skyhold—now that the Warden situation has been resolved it's time to address the threat to Empress Celene.

Decision Point

Upon your return to Adamant you must decide what will happen to the Grey Wardens. Now that your memories have been restored, it is now clear that the Wardens have been serving Corypheus and are culpable in the tragedy at the Temple of Sacred Ashes. While the Wardens weren't acting under their own free will at the time, they are prone to corruption by Corypheus. Is this a risk you can afford? Your options are to exile the Wardens from Orlais or to welcome them into the Inquisition. Your party members have strong feelings on this matter, and your decision will have both negative and positive impacts on approval. Make your decision carefully. If you choose to banish the Wardens from Orlais and Blackwall is in your party, you can choose whether he stays with the Inquisition or is exiled with the rest of the Wardens.

Caution

Sera's disapproval is higher if Blackwall is exiled with the rest of the Wardens.

Approval: Fate of the Wardens

Follower	Join Inquisition	Exiled
Blackwall	↑ ↑ ↑	↓ ↓ ↓
Cassandra	↓ ↓	↑ ↑
Cole	↓ ↓ ↓	↑ ↑ ↑
Dorian	↑ ↑	↓ ↓
The Iron Bull	↑ ↑ ↑	↓ ↓
Sera	↑ ↑ ↑	↓ ↓
Solas	↓ ↓ ↓	↑ ↑ ↑
Varric	↑ ↓ ↑ (if Warden Ally is left in the Fade) ↓ (if Hawke is left in the Fade)	↑ ↑ ↑ (if Hawke is left in the Fade) ↓ ↓ (if Warden ally is left in the Fade)
Vivienne	↓	↑

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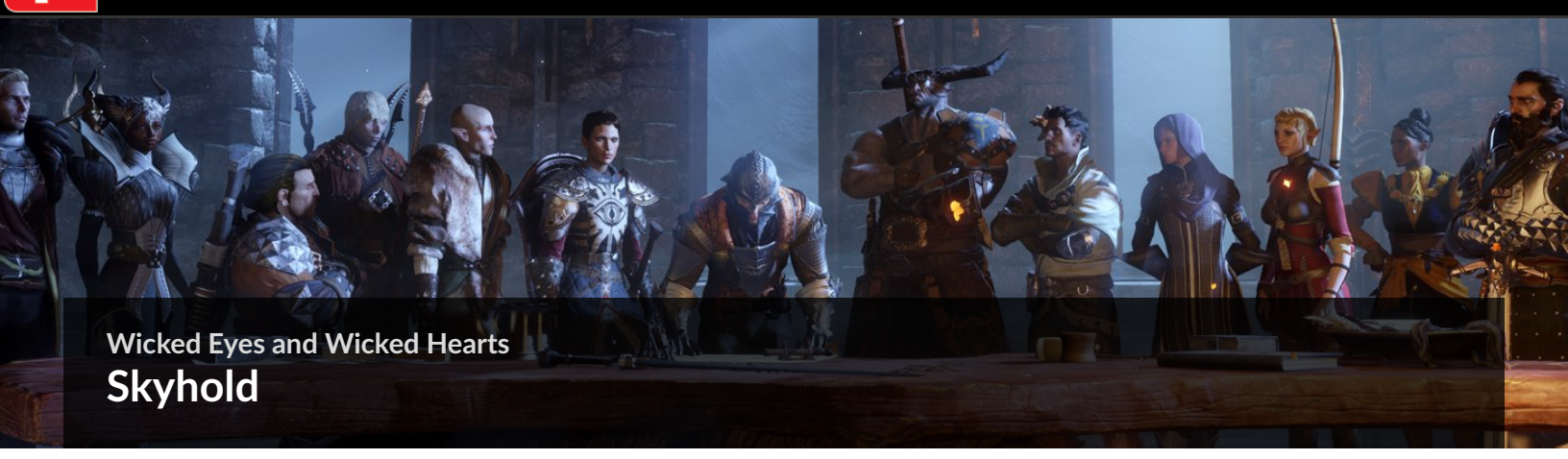

Wicked Eyes and Wicked Hearts

Skyhold

The fate of Empress Celene and, in turn, all of Orlais has been threatened. The Inquisition must intervene.

Note

Wicked Eyes and Wicked Hearts can be completed before Here Lies the Abyss. These quests can be completed in any order. But both must be complete before advancing to What Pride Had Wrought.

Back in Skyhold, the Inquisitor has a conversation with Leliana. She's pleased with the Inquisition's victory at Adamant but stresses the importance of preventing the assassination attempt on Empress Celene. Arrangements have been made for you to attend the masquerade ball being held at the Winter Palace in Halamshiral. Once there, you must uncover and disrupt the Venatori plot against the Imperial Court. Leliana suggests Corypheus may also be behind the conflict between the empress and her cousin, Grand Duke Gaspard. If Celene can be saved, she'll be a powerful ally against Corypheus. If you haven't spoken to Josephine since arriving in Skyhold, do so now. This will unlock the Wicked Eyes and Wicked Hearts operation on the war table, allowing you to attend the ball in Halamshiral.

Gaining Power

Before you can attend the ball in Halamshiral, you must acquire a minimum of 30 power. If you've been completing side quests throughout your adventure, there's a good chance you're close to meeting this requirement—simply completing Here Lies the Abyss earns you six power. But if you still need to accumulate some power, put the masquerade ball aside for now and resume exploring the wildernesses you've unlocked thus far. Clearing out Crestwood and the Western Approach should give you enough power to attend the ball. Don't forget revisiting the Hinterlands. If you haven't already, the Fallow Mire and Storm Coast are worth scouting and exploring. Or if you've recovered at least one shard by using an ocularum, pay a visit to the Forbidden Oasis. But you'll get the most power out of completing quests (and closing Fade rifts) in the Exalted Plains, Emerald Graves, and Emprise du Lion. Scouting these locales may cost power, but you'll quickly earn back whatever you spent. Going forward, you'll need more and more power to complete critical path operations on the war table, so now's a good time to expand the Inquisition's influence into locales you haven't visited.

Note

If you want to explore and gain power in the Forbidden Oasis, you must discover and retrieve at least one shard by interacting with an ocularum.

Recommended Quests

Quest/Activity	Locale	Power
Holding the Oasis	The Forbidden Oasis	1
Rifts in the Oasis	The Forbidden Oasis	4
Rifts High and Low	The Forbidden Oasis	4
The Temple of Pride	The Forbidden Oasis	2
Holding the Mire	The Fallow Mire	1
Rifts in the Mire	The Fallow Mire	2
Beacons in the Dark	The Fallow Mire	2
Beneath the Mire	The Fallow Mire	2
Lost Souls	The Fallow Mire	3
These Demons Are Clever	The Fallow Mire	2
The Captain of the Chargers	The Storm Coast	1
Cleaning House	The Storm Coast	1
Rifts on the Coast	The Storm Coast	2
Rift at the Falls	The Storm Coast	1
Holding the Storm Coast	The Storm Coast	2
Wardens of the Coast	The Storm Coast	1

The War Room

When you have at least 30 power, go to the war table and select the Wicked Eyes and Wicked Hearts operation, costing 30 power. Apparently, Empress Celene will be conducting peace talks at the ball, meeting with Grand Duke Gaspard and Ambassador Briala. Josephine feels the assassin must be hiding among one of these factions. It's believed Corypheus is behind the assassination attempt. Killing Empress Celene will certainly have a destabilizing effect on Orlais, giving Corypheus and the Venatori the opening they've been waiting for. You must get the bottom of this plot and prevent Empress Celene from falling victim to this devious scheme. Select your party, then prepare yourself to delve deep into cutthroat Game of Orlesian politics.

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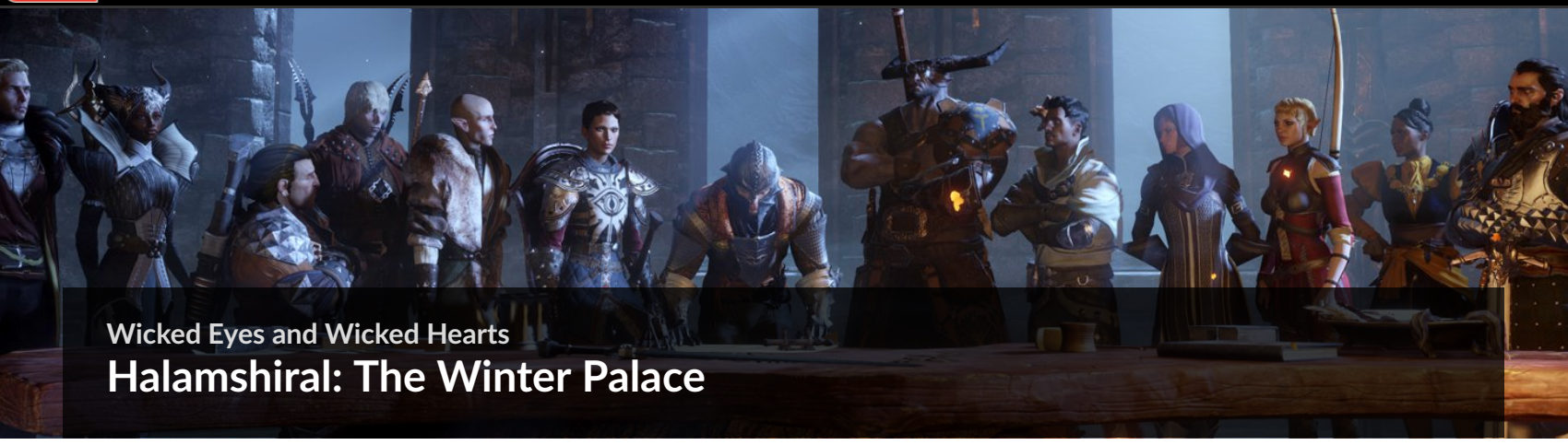
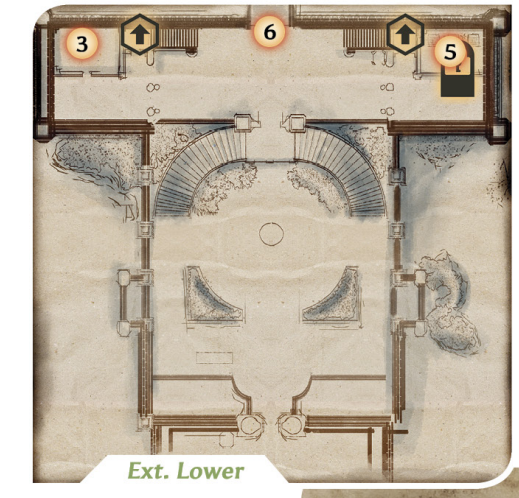
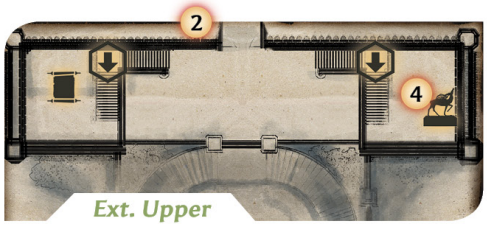


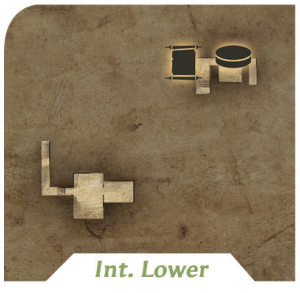
Wicked Eyes and Wicked Hearts

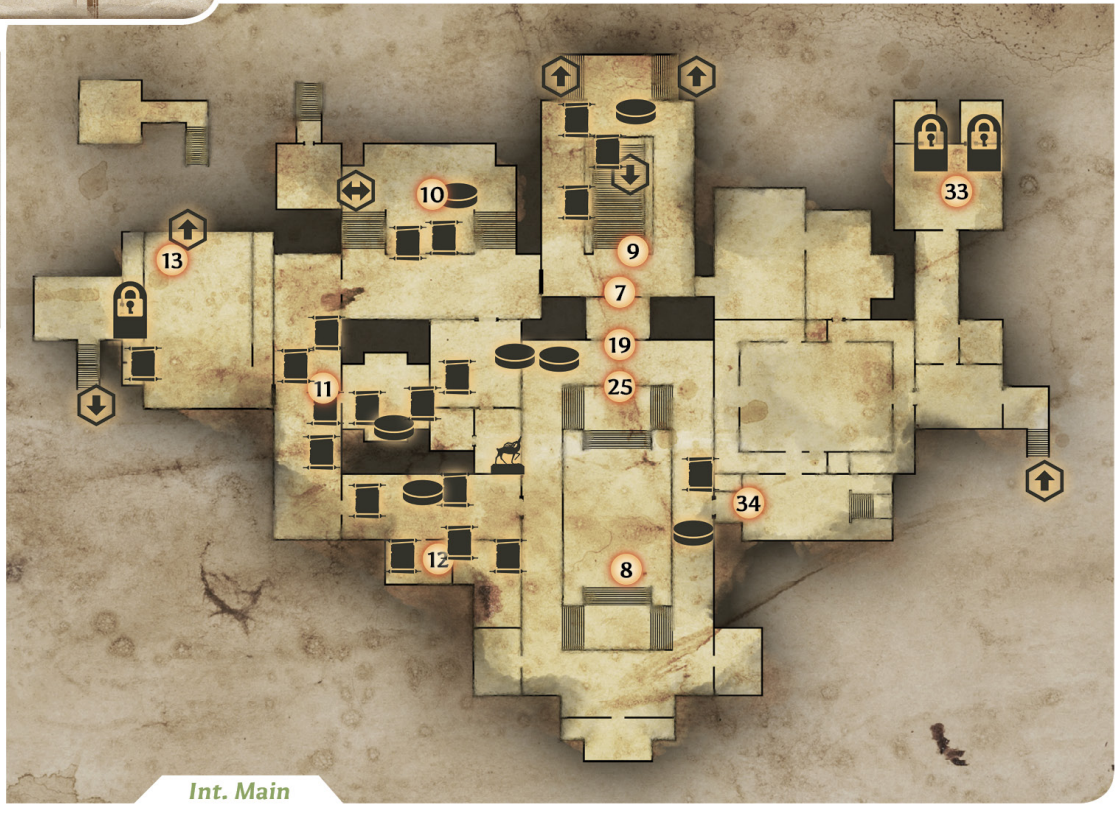
Halamshiral: The Winter Palace

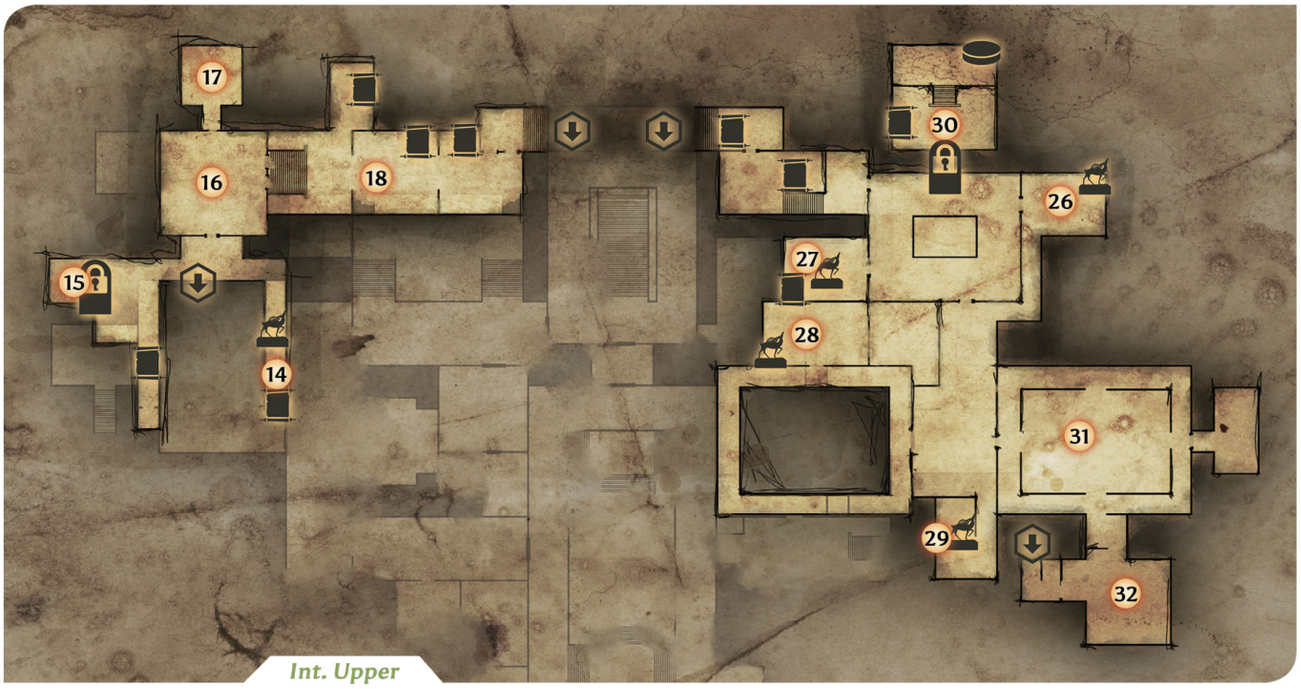
The Winter Palace











The Emerald Crown

Sporting formal attire, the Inquisition's delegation arrives at the Winter Palace in Halamshiral and is greeted by Grand Duke Gaspard, cousin and political rival of Empress Celene—it was the duke who extended an invitation to the ball. Gaspard's ambition is no secret, and he promises to be a strong ally of the Inquisition once he becomes the ruler of Orlais. But he's concerned Ambassador Briala will disrupt the peace talks.

1. Following the conversation with Gaspard, search this corner to recover a ring—it belongs to the noblewoman nearby. Return the ring to the noblewoman to gain court approval. The court approval meter, visible in the upper right corner of the screen, indicates how favorably the Inquisition is seen by the Imperial Court—you start with 50 court approval. Approval can be lost by saying the wrong thing or exploring restricted areas of the palace. If the approval meter is depleted, you'll be asked to leave the ball and the mission is a failure. Look for opportunities to gain approval with the court—being agreeable and nonconfrontational during conversations is a good start.

2. Don't enter the palace just yet. Search a planter on this upstairs balcony to uncover the storage key. This opens the door downstairs.

3. Use the storage key to open this door. Search the table next to the door to find a scandalous secret. This is the first of 30 scandalous secrets scattered across the palace. Collect all 30 scandalous secrets, shown on the map, and give them to Leliana to complete The Great Blackmail Hunt quest, gaining a huge boost in court approval. A second scandalous secret is on the table to the west. Search the pot along the north wall to uncover a caprice coin—find all 15 and toss them in the fountain in the garden to complete the Throwing Away Money quest. The locations of all caprice coins are marked on the map.

4. Search this balcony for a halla statue. These statues unlock doors throughout the palace. There are 10 statues—find them all to complete the Herd of Stone Halla quest. This statue can be used to unlock the eastern storage room downstairs.

5. Use the halla statue you found upstairs to unlock this door, giving you access to two loot stashes.

6. Interact with the gate to enter the palace. Josephine has a few words of advice—she stresses the importance choosing your words carefully. Every word you say will be scrutinized by the court, potentially leading to a loss or gain of court approval.

Tip

Simply finding scandalous secrets, stone halla, and caprice coins earns you some court approval. You don't have to find them all. But you'll gain more court approval if you complete these collections.

Note

Who will be the best leader for Orlais? This is a decision you must make before the ball is over. If you're not certain, make an effort to seek out Empress Celene, Grand Duke Gaspard, and Ambassador Briala. You can speak to each of them individually in the palace's grand ballroom after making your entrance. Explore the three adjoining balconies on the south side of the ballroom to speak with them in private. Each prospective leader has a unique vision for Orlais. Use this information to help make your decision.

The Great Blackmail Hunt

Quest Giver: N/A

Description: Scandalous secrets are everywhere at the grand masquerade. Listen in on conversations to gather gossip and scour the palace for incriminating items and notes. The secrets learned could be used to gain power for the Inquisition and the upper hand in the Grand Game of Orlesian society.

Requirements: Available after finding the first secret

Reward: 128 XP, 80 Influence, 50 Court Approval

Recommended Level: 10-12

Objectives:

- Gather 30 scandalous secrets.
- Deliver secrets to Leliana.

Scour the palace for scandalous secrets, in the form of either notes or gossip. When interacting with some nobles, they will rudely walk away from you. Take this as a cue to listen for gossip. Watch where the nobles relocate, then position yourself within the red circle on the floor to eavesdrop. Sometimes gossip is just that, and reveals no useful information. But sometimes you might gather some juicy details. Keep an eye on the compass too. When it pulses, commence a search to locate scandalous notes. You need a total of 30 scandalous secrets to complete this quest—reference the map to find them all. Talk to Leliana once you've found them all—she can put them to good use, gaining 50 court approval. But you don't have to find them all. Turn in what you have to Leliana to get a boost in court approval. You only have to find all the secrets if you want to complete the quest.

! Throwing Money Away

Quest Giver: N/A

Description: Orlesian nobles have been known to toss caprice coins into fountains as a symbol of status. Doing this may strengthen one's social standing

Requirements: Available after finding the first coins

Reward: 15 Court Approval

Recommended Level: 10-12

Objectives:

- Find 15 caprice coins.

Reference the map for the locations of all 15 caprice coins—you'll need to perform a search at each location to reveal the hidden coin. Tossing each coin in the fountain in the guest garden nets you one court approval—collect and toss all 15 coins in the fountain for a gain of 15 court approval.

! Herd of Stone Halla

Quest Giver: N/A

Description: There's a veritable herd of halla statuettes scattered around the Winter Palace. They stand out a little too much to be simply decorative.

Requirements: Available after finding the first halla statue

Reward: 242 XP, 80 Influence

Recommended Level: 10-12

Objectives:

- Find 10 halla statuettes.

Halla statues are used to unlock special doors in the palace. Some doors require multiple statues to be unlocked. Reference the map for the location of all 10 halla statues. Note that you can't open all the locked doors in the Winter Palace with just 10 statues. You must carefully choose which doors to open and which ones to leave locked.

Vestibule

7. At the moment, there isn't much to do in the vestibule. The perimeter doors here are all locked and cannot be picked—they must be opened from the other side. Feel free to speak to your party members and eavesdrop on a conversation to uncover a secret. After you're finished exploring this area, interact with the door on the south side to enter the grand ballroom.

Grand Ballroom

8. It's time to make your entrance. Follow Grand Duke Gaspard across the ballroom to greet Empress Celene and Grand Duchess Florianne. You have the opportunity to warn Celene of the danger to her life, but it won't do any good. It's better to play it cool and conduct a thorough investigation of the palace before making any allegations. Following the conversation with Celene, Leliana asks to have a word with you in private.

Vestibule

9. Back in the vestibule, Leliana engages you in a conversation. She reveals Celene has a fascination with mysticism and consults with an occult advisor. In addition to investigating Gaspard and Briala, Leliana suggests looking into this mage who gained favor within the Imperial Court. She suggests starting your search in the guest wing.

Hall of Heroes

10. This part of the guest wing is a restricted area. While you're in this room, you'll lose court approval at a slow but steady pace, so limit your time here. You can find a caprice coin in the lower level and eavesdrop on a conversation between two elf

servants on the west side—they mention something about a package in the upper guest wing. Also, make note of the servants' quarters doorway—you'll be coming back here.

Guest Wing

11. There are a couple of nobles you can speak to in the guest wing—saying the right things will lead to a gain in court approval. Duke Germain likes being asked questions. And when speaking to the Council of Heralds' vassal, agree that Phillipe is a jerk. While exploring this area, don't forget to listen for gossip and conduct searches for more scandalous secrets.

12. Make your way to this balcony, off the guest wing, and conduct a search to recover a cylinder seal. This is a message from one of Briala's agents. Apparently something is happening in the servants' quarters. Finding this clue nets you 60 influence. But before heading for the servants' quarters, you need to find some more clues. Head for the guest garden.

Guest Garden

13. Upon entering the garden, you're greeted by three of Celene's ladies-in-waiting. They report that Empress Celene will pledge her full support to the Inquisition as soon as Gaspard is defeated. After the conversation, explore the garden. There's a fountain on the north end—toss in any caprice coins you've found to gain approval. Next to the fountain is a trellis—climb it to the balcony above.

14. This upper garden walkway is off-limits, and you'll lose approval by being up here. So move quickly to complete the following tasks. Collect the halla statue, then search for a nearby scandalous secret.

15. Using the halla statue, enter this room to discover a ghastly crime; several bloody bodies line the floor. Retrieve the negotiations document lying next to the bodies. The document is signed by Gaspard and addressed to Empress Celene. Apparently Gaspard wants to work together with Celene to stop Briala.

Grand Library

16. Search the shelf in the northwest corner of this room and interact with the book to open a secret chamber. Make note of the six urns in the center of the room—these can be lit with veilfire to reveal another secret chamber. You can acquire veilfire in the secret room to the north.

17. Enter this small room and retrieve the letter from the desk. It is a letter from Celene to her occult advisor. In the letter, Celene requests the accompaniment of her occult advisor during the ball—Celene fears that Gaspard may persuade others to use magic against her. Ignite a veilfire torch and return to the previous room to light the six urns.

Valmont Urns

The six urns in the grand library have markings that represent the Valmont emperors. A plaque hints that chronological order is important: “The arrow of time flies in only one direction. Its path lights our way forward.” Scattered through the palace are six unique paintings dedicated to the Valmont emperors, which also note the years they ruled—interact with the plaque beneath each painting to see this information. Using veilfire, acquired in the office of Celene’s occult advisor, light the urns in the following order to reveal a secret room containing some loot:

1. Etienne I
2. Reville
3. Etienne II
4. Judicael I
5. Judicael II
6. Florian

18. Search this wing of the grand library for loot and more scandalous secrets. When you’re finished searching, exit through one of the doors to the north to return to the vestibule.

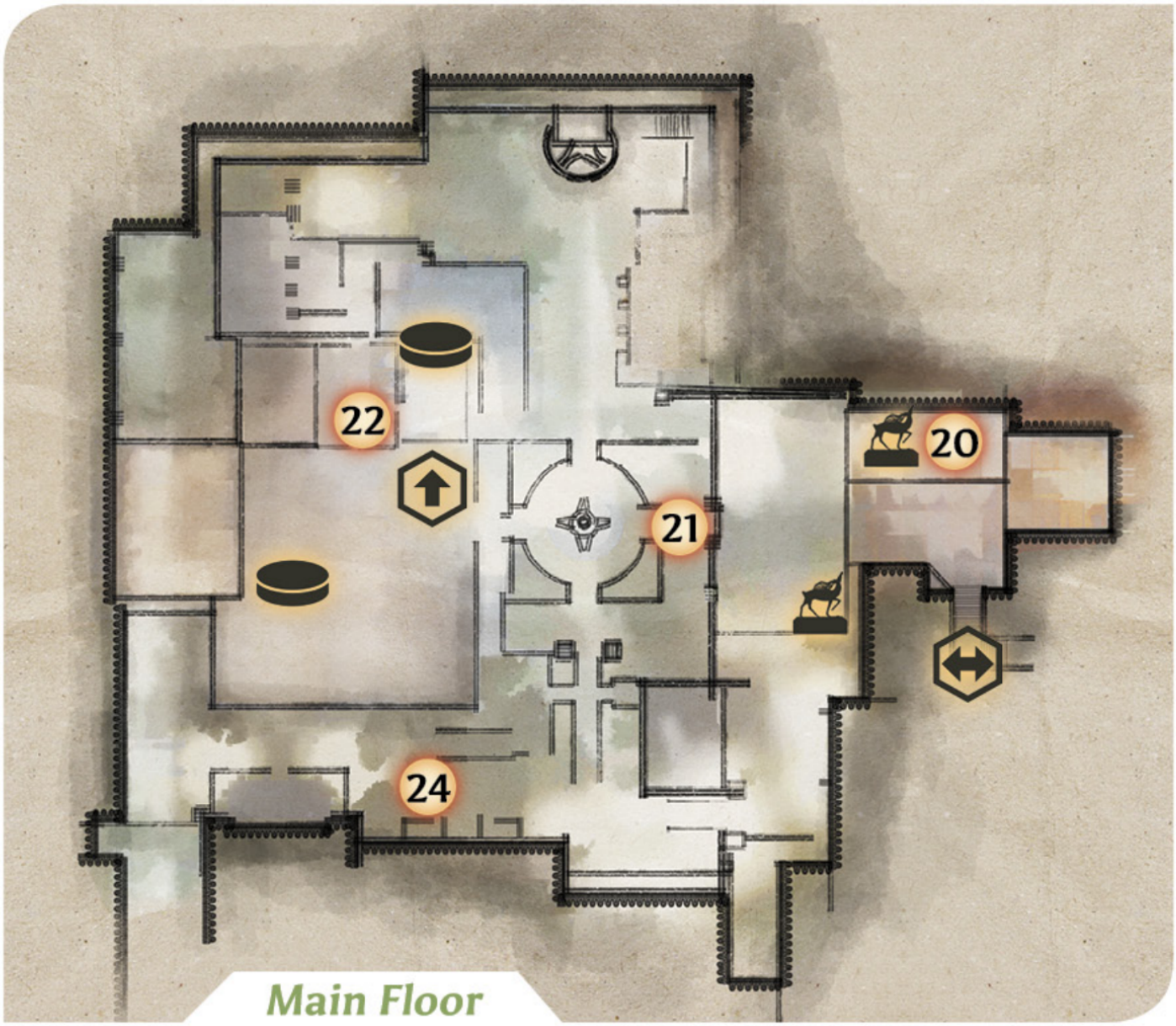
Vestibule

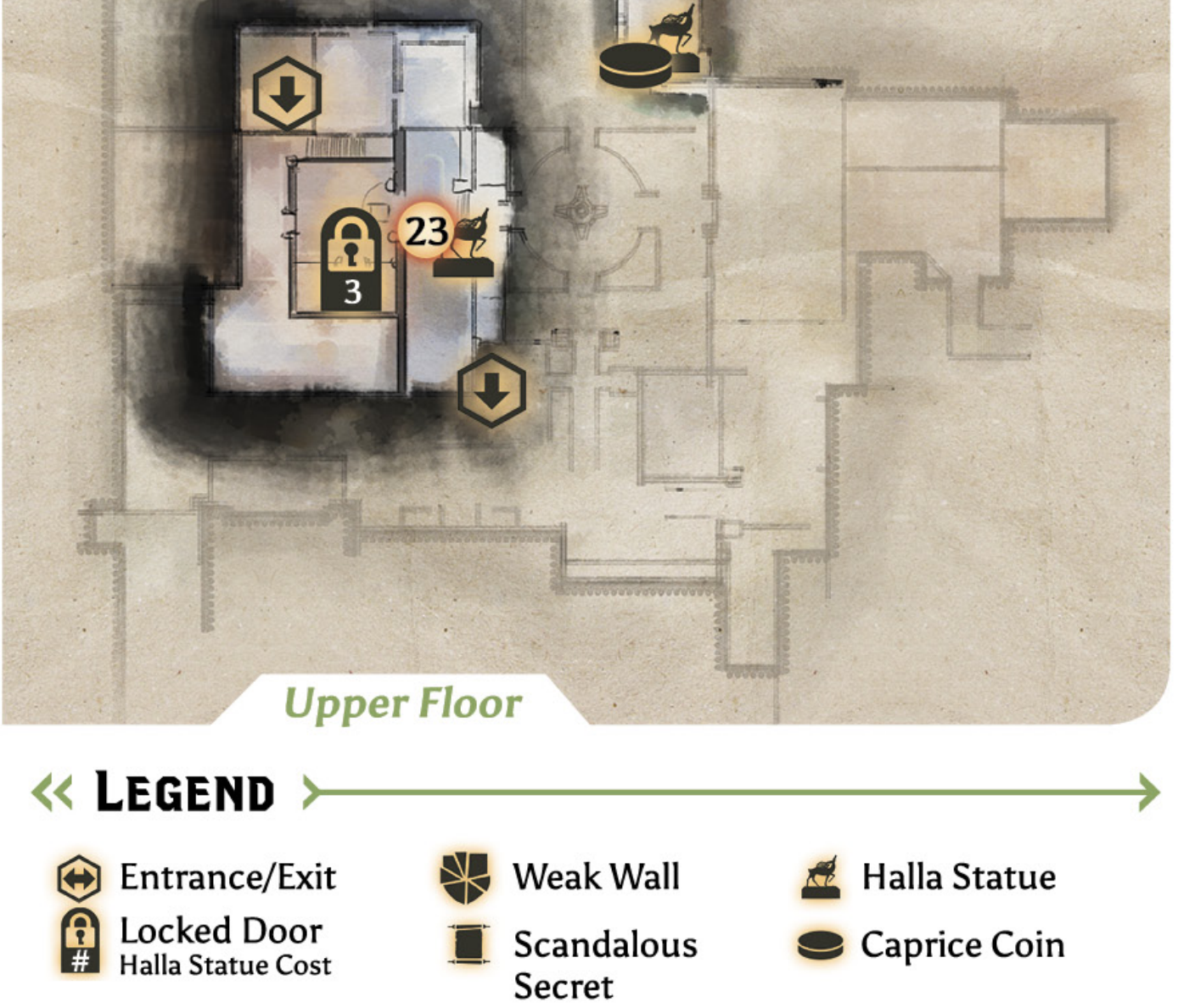
19. Interact with the door leading into the grand ballroom to trigger a conversation with Celene’s occult advisor, Morrigan. She seems to be well aware of your activities in the palace. It turns out Morrigan has the same concerns as the Inquisition. She

recently discovered and eliminated an agent from Tevinter and retrieved a key from the body. Morrigan cannot leave Celene unattended this evening, so she asks you to investigate, handing over the key. Following the conversation, return to the Hall of Heroes and use the key to access the servants' quarters.

Servants' Quarters

Servants' Quarters





Legend

Caution

The servants' quarters are off-limits. As a result, you'll lose court approval while you're here. Move through this area as quickly as possible to minimize depletion of court approval.

20. You're joined by your party in the servants' quarters, and it's immediately clear something dastardly is afoot. The bodies of two servants lie at your feet upon entry. Before you engage in any combat, take a moment to equip your armor—it offers much better protection than the formal attire. A halla statue can be found in the adjoining kitchen—you'll have to stand on the table to reach it.

Gardens

21. Here you encounter the body of a noble—with a dagger bearing Gaspard's crest protruding from his back. Suddenly a harlequin appears in the distance, cutting down a servant before retreating to a balcony above. Following the cinematic, engage a trio of Venatori zealots. Next, travel north and then west. Fight your way into the grand apartments, eliminating more Venatori zealots and Venatori mages along the way.

Grand Apartments

22. More Venatori agents occupy the first floor of the grand apartments. Move room by room, eliminating resistance while gathering loot. Once the ground floor is clear, use these stairs in the dining hall to reach the second floor.

23. Fight through more Venatori agents upstairs until you reach this hallway. Here you encounter the harlequin responsible for murdering the servant outside. The harlequin is accompanied by several Venatori zealots and a Venatori marksman—this is a good opportunity to use Mark of the Rift. But if you don't have enough focus, rely on other AoE attacks to take advantage of the cramped quarters. The harlequin is highly mobile, so pile on status effects that restrict his movement. After the fight, Ambassador Briala makes an appearance. She's pleased with your work—she came here to avenge the deaths of her agents, but

you beat her to it. Given the evidence, Briala feels these Venatori agents are working for Gaspard. Following the conversation with Briala, collect the halla statue nearby.

Gardens

24. Return to the ground floor and exit through the south side of the grand apartments. You come under attack by more Venatori enemies in this alley. Eliminate them, then proceed to the gate to the east to return to the palace. Briala's elven agents will stay behind and secure the rest of the servants' quarters.

> **Note**
>
> Before leaving the servants' quarters, collect another halla statue on the high balcony to the east of the gardens. Reference the map for its exact location.

Grand Ballroom

25. Upon your return from the servants' quarters, head straight for the grand ballroom—you have the chance to dance with Grand Duchess Florianne. Here's your chance to regain some of the court approval you lost while conducting your investigation in the servants' quarters. Florianne urges you to search the royal wing garden for the leader of Gaspard's mercenaries. After the dance, you have a quick meeting with the war council. Leliana suggests letting Celene die during the assassination attempt and choosing from Gaspard or Briala as the next ruler of Orlais. Josephine is not supportive of this plan, but you don't need to make a decision just yet. Return to the vestibule and then enter the royal wing.

Tip

Select the following responses during the conversation/dance with Florianne to gain maximum court approval:

- May I help you?
- Let's dance.
- Why don't you educate me?
- Is that what we both want?
- Which am I to you?
- Who do you trust?
- Isn't everyone?

Royal Wing

Caution

Like the servants' quarters, the royal wing is a restricted area. You'll lose court approval while exploring this area, so conduct a speedy investigation, then return to the grand ballroom.

Royal Quarters

26. Enter this room to stop an attack on one of Briala's spies—the Inquisitor kicks the attacking harlequin out a window. The spy is convinced Briala set a trap for her and is willing to spill some dark secrets to get her revenge; ask her to testify. You can

use this information to blackmail Briala. After talking to the spy, grab the halla statue near the window.

27. Another halla statue can be found in this room, sitting on the table next to the chair. Search for a scandalous secret while you're here.

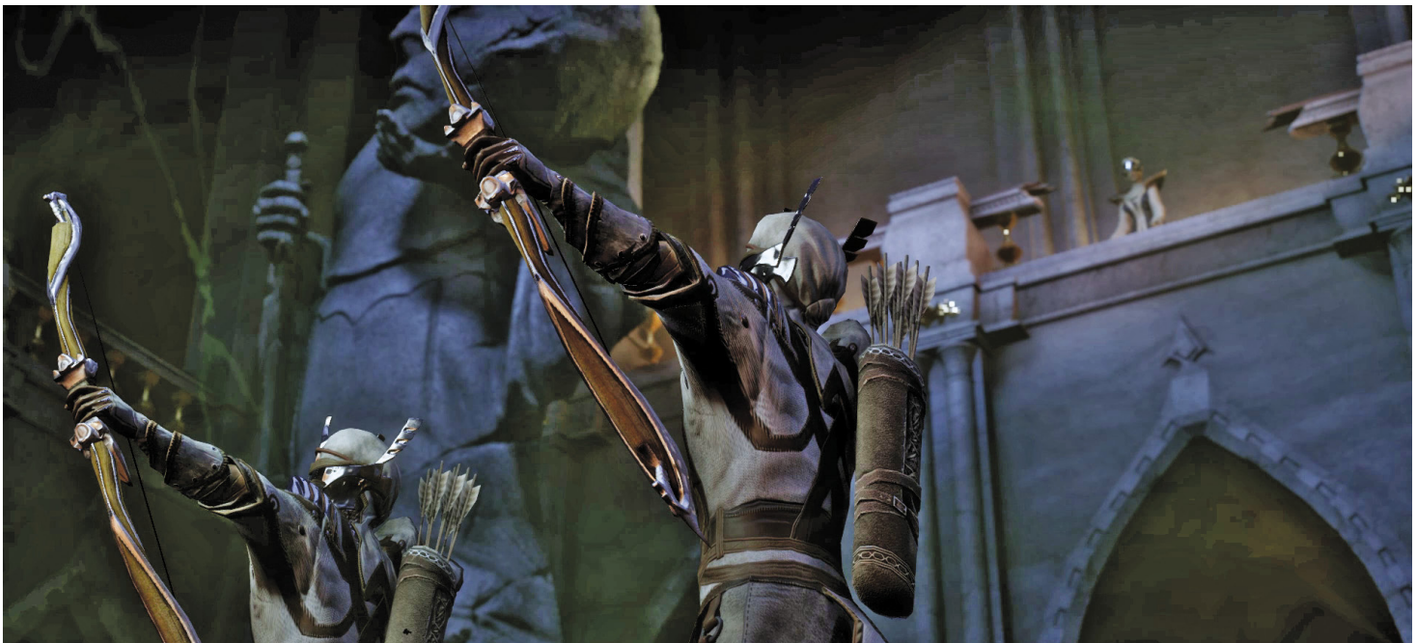
28. Climb through the open window to enter this room. Inside is another halla statue. You must conduct a search to retrieve this halla statue, located in the southwest corner. Stock up on potions from the supply cache in this room.

29. Conduct a search near the bookshelf here to retrieve another halla statue.

Empress's Private Quarters

30. It takes five halla statues to open the door to Celene's private quarters—reference the map for their locations. Inside, one of Gaspard's agents is stripped naked and tied to Celene's bed. He was tricked into giving Celene details of Gaspard's plans—Celene is prepared to arrest Gaspard as soon as he strikes. Ask the agent to testify in an effort to gain some leverage over Celene. After freeing the agent, search the room for loot, a scandalous secret, and a caprice coin.

Jardin de Rêverie



31. If you haven't already, equip your armor before entering this area. Grand Duchess Florianne has caught you in her trap. She's been working with Corypheus and is the one behind the plot to kill Empress Celene. Her intent is to keep you busy here while she returns to the grand ballroom to assassinate Celene. After Florianne leaves, work with your party to close a Fade rift, defeating demons and Venatori marksmen. Once the rift is closed, your party frees Gaspard's mercenary captain. The captain is convinced Gaspard is the mastermind behind all of this. Ask the captain to testify to gain some leverage against Gaspard. Now that you have evidence against Celene, Gaspard, Briala, and Florianne, head back to the grand ballroom to make your decision.

Le Requiem

32. Defeat the Venatori zealots and Venatori marksmen in this chapel-like room. The pews restrict mobility, making AoE attacks very effective. Once the room is calm, gather loot and exit to the west.

La Serrure

33. Fight your way past more Venatori agents to access this room. One door is marked with a warrior icon, the other with a mage icon. Each door requires five halla statues to open. There aren't enough halla statues to open both doors—and if you opened the door to Celene's private quarters, you don't have enough halla statues to open either door. But if you have enough statues to open a door, expect some nice loot on the other side.

34. Enter this hallway, then interact with the door to the west to return to the grand ballroom.

Grand Ballroom

Decision Point

Upon your return from the royal wing, Cullen approaches you—Empress Celene is about to give her speech. Your decision here will determine who will rule Orlais. There are three possible options:

- I'll talk with Florianne: If your court approval is high enough (85+), you can choose to expose Florianne's plan to the court, leading to her immediate arrest. This saves Celene and prevents you from engaging Florianne in combat. You gain approval from Solas, Dorian, and Blackwall for taking this approach. After Florianne is apprehended you have the option to kill her or have her sent to jail. Solas, Blackwall, Dorian, Sera, and Cole approve of taking her captive.
- Wait for Florianne to attack: If this option is chosen, Empress Celene is assassinated before the Inquisition acts, leading to a fight with Florianne. Afterward, you must choose whether Gaspard or Briala rules Orlais. Cassandra and Dorian approve of this option, while Blackwall, Sera, and Cole disapprove.
- Detain the duchess: This option allows the Inquisition to prevent the assassination of Empress Celene before engaging Florianne in combat. Empress Celene remains the ruler of Orlais. You gain approval from Blackwall, Sera, and Cole for taking this action.

Note

As expected, there are some far-reaching consequences when deciding the ruler of Orlais. Celene will work for peace, and Orlais's prominence as a superpower will diminish. Gaspard will reignite the war between Orlais and Ferelden. Briala will push for more rights for the elves, potentially causing an uprising.

Grand Duchess Florianne Battle

If you were unable to expose Florianne's plan before the court, you must defeat her in combat as she escapes to the Emerald Crown courtyard outside the palace, ditching her dress for attire more appropriate for combat. Florianne is a highly mobile archer. As a result, your ranged party members will have an easier time engaging her as she jumps and flips around the courtyard. Florianne is joined by several Venatori zealots. Wait until she is positioned near a group of her allies, then initiate Mark of the Rift, killing the zealots and inflicting heavy damage on Florianne. Also, utilize abilities that restrict or slow Florianne's movement—cold-based attacks work well. This will allow your melee party members to close in and land some heavy hits. The warrior's Grappling Chain ability is particularly helpful during this battle, ideal for pulling Florianne to melee range.

As Florianne's health drops, she retreats to the walls on the east and west sides of the courtyard. At this point, only your ranged party members can engage her. But there are plenty of her allies on the ground for your warriors to hack and slash. Turn your attention to defeating these lesser enemies before resuming your attacks on Florianne. In addition to firing arrows, Florianne can temporarily put your party to sleep, making them vulnerable to attacks. She also has the ability to build a guard, significantly prolonging her life. But as long as your party keeps on the pressure, you'll eventually whittle down her health until she's dead—be sure to loot her body afterward to score some rare loot. Once you've defeated all the enemies, return to the grand ballroom by opening the gate to the north.

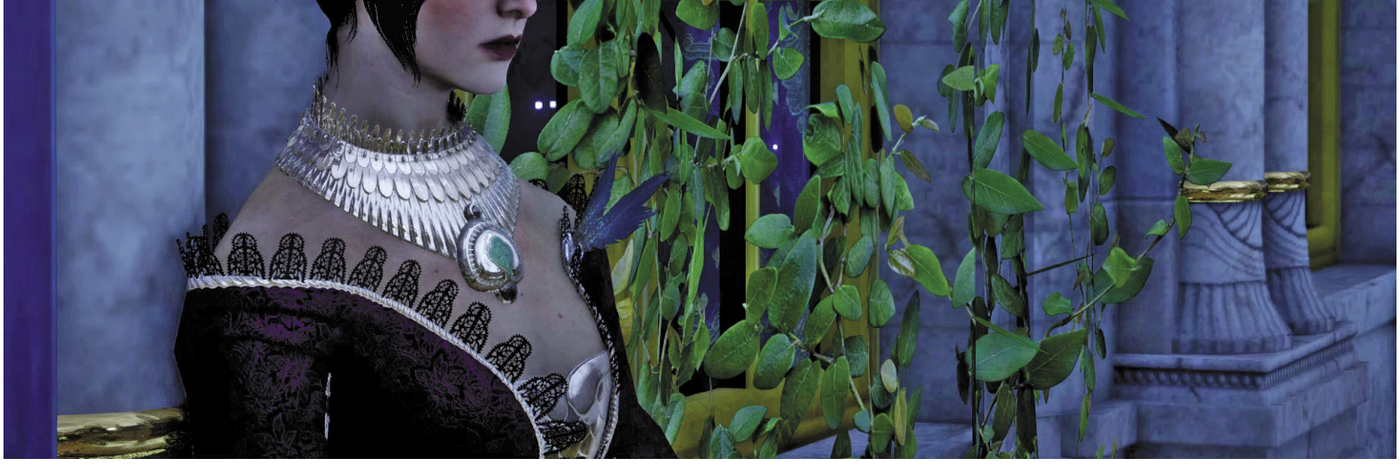
Aftermath

Decision Point

After dealing with Florianne, you're engaged in a heated conversation between Briala, Gaspard, and Empress Celene—assuming she survived. If Empress Celene is alive and you've collected blackmail evidence, you have the option of implicating Briala or Gaspard—the traitor will be executed unless you intervene. Or you can forget the blackmail and suggest that all three work together. You even have the chance to patch things over with Celene and Briala, urging them to reconcile. But if Empress Celene died, you must choose the next ruler of Orlais.

Approval: New Orlesian Leadership

Follower	Support Gaspard	Support Briala	Support Celene	Celene/Briala Reunited	Everyone Lives	Florianne Arrested	Save Celene	Celene Dies
Blackwall	↓↓↓	↓↓	–	–	↑	↑↑	↑↑	↓↓↓
Cassandra	↑↑↑	↓↓↓	–	↑↑	↓	–	–	↑↑
Cole	↓↓↓	↑↑↑	–	↑↑↑	↑↑↑	–	↑↑↑	↓↓
Dorian	↓↓	↑	–	↑↑↑	–	↑↑↑	–	↑↑
The Iron Bull	↑↑↑	–	↑↑	–	–	↑↑	–	↑↑
Sera	↑	↓↓	–	–	↑↑	–	↑↑	↓↓↓
Solas	–	↑	–	–	–	↑↑↑	–	–
Varric	–	–	–	–	–	–	–	–
Vivienne	↓	↓↓↓	–	–	–	–	–	–



Next, the Inquisitor joins the leader during a speech to the court, confirming Orlais's alliance with the Inquisition. Following the speech, you're approached by Morrigan. She has been assigned as liaison to the Inquisition and will be joining you in Skyhold. If you've been romancing a character, you have the chance to dance with your romantic interest after speaking to Morrigan. Following the dance, you're automatically transported back to Skyhold.

Halamshiral Specifics

Speaking with the faction leaders

Once you've met Gaspard at the entrance, Briala in the Servants' Wing, and Celene's trio of ladies-in-waiting in the garden, you can speak to them at any time in the ballroom. Celene's ladies are stationed near the back of the room. Briala and Gaspard are each in their own isolated balconies off the main room. Here, you can question them about their plans for the negotiations, their politics, and any evidence you've found while skulking around. Speaking to the leaders in the ballroom is the only way to open up some options for the end of the negotiations.

Endings

You get the most direct benefits from having a single person in power: Celene, Gaspard, or Briala as Gaspard's puppetmaster. These options give the largest rewards in terms of loot and power. The more the throne is divvied up, the less reward there is for you and the Inquisition.

If Celene lives, she will remain in power. Gaspard cannot be given the throne in this case (and will lose his head unless you intervene on his behalf), and Briala can only gain influence if she is reunited with Celene.

If Celene dies, you can either throw all your support behind Gaspard or Briala. Briala can't take the throne openly, but she can use all the dirt you've found on Gaspard to render him little more than a puppet in a crown while she rules Orlais from the shadows. If you back Gaspard, he will have Briala executed to make sure she can't threaten his reign.

Reuniting Celene and Briala

In the Grand Apartments, on the second floor around the corner from the harlequin battle is a door that requires three halla statuettes to open. Inside this room is some loot as well as an elven locket – picking up the locket will trigger a comment from the Inquisitor and the party about how it must have been a gift from Briala to Celene.

When you return to the ballroom, find Celene's ladies-in-waiting. Talk to them and tell them you found Celene's locket. They will immediately get the Empress herself for a private chat. When you speak to Celene, suggest that she still has feelings for Briala.

You can find Briala on one of the balconies that comes off the ballroom. Ask her about the locket, and she will be surprised that Celene kept such a potentially incriminating token. Suggest that Celene still cares for her.

After Celene's life has been saved, when the three leaders meet, tell Celene that Briala helped you to stop Florianne. Present all the dirt you found during your investigations throughout the palace to paint Gaspard as a traitor to Orlais. Then ask Celene, "What about Briala's reward?" to make sure the couple reconciles their differences. You cannot try to save Gaspard's life and reconcile the lovers in the same playthrough.

Celene will address her court. She will tell the nobility that Gaspard is being executed as a traitor and that she is elevating Briala to nobility – making her Marquise of the Dales. The assembled crowd of nobles is… less than pleased by the news. You get less of a reward for this than for supporting Celene alone.

Everyone Lives

If you opened the halla-statuette-locked door to the Empress's private quarters in the Royal Wing, and asked the general to testify against her, then after you save Celene's life, the option "All of you are at fault." will open up in the talk with the three faction leaders. You must have at least 85 Court Approval for this to option succeed. This lets you reveal that you have incriminating evidence in your possession against all three of them, and you can blackmail them into a truce. Taking this path results in the least rewards for the Inquisition in terms of loot and power, and the three factions are likely to start warring again the moment the Inquisitor isn't looking.

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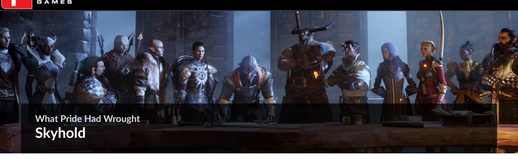

What Pride Had Wrought

Skyhold

The Inquisition's efforts have weakened Corypheus's attempts to stir unrest in Thedas. Now is the ideal time to strike. Consult the advisors in the war room.

Upon your return from the Winter Palace, Josephine is engaged in a conversation with Mother Giselle. Giselle feels it's time to select a new Divine, suggesting Cassandra and Leliana are the leading candidates. But Josephine insists that the Inquisition cannot spare Cassandra or Leliana at this time. After turning away Mother Giselle, Josephine urges the Inquisitor to stay focused—the Inquisition's next move is being planned in the war room. Before heading for the war room, consider making the rounds in Skyhold, talking to your followers—new conversation options are available. Both Cassandra and Leliana are conflicted about their opportunity to become the next Divine. This is also a good moment to get acquainted with the Inquisition's new member, Morrigan. She can be found in Skyhold's garden.

War Room

Your successes at Adamant and Halamshiral have bolstered the Inquisition's hand. Corypheus's army has been forced to retreat and is currently headed toward the Arbor Wilds. But it remains unclear why Corypheus is in such a remote location. Leliana theorizes he's looking for more elven artifacts. Morrigan joins the war council to offer some insight. Instead of explaining what Corypheus is looking for, she offers to show you.

The Eluvian

Morrigan leads you to a mirror-like object called an eluvian—you encountered several broken eluvians in the Fade. Morrigan has restored this eluvian, and another like it is located in the Arbor Wilds. Morrigan fears Corypheus is looking for it. The eluvian Corypheus seeks is located in an elven temple, deep in the Arbor Wilds. As Morrigan demonstrates, the eluvian functions like a portal, leading to a place she calls the Crossroads. The ancient elves used these mirrors to travel between their far-flung ruins. All eluvians connect to this surreal world, and Morrigan suggests Corypheus could use his power to enter the Fade from the Crossroads, as he originally planned to do with the Anchor.

> **Note**
>
> Here Lies the Abyss and Wicked Eyes and Wicked Hearts can be completed in any order. But they both must be complete before starting What Pride Had Wrought.

Gaining Power

Before you can march on the Arbor Wilds you must acquire 50 power. If you've been completing side quests during your adventure, chances are you already have enough power to proceed. Otherwise, it's time to take a detour and acquire power from other locales. By now all locales on the war table map can be scouted, including Emerald Graves and the Exalted Plains. Closing Fade rifts and establishing camps in these locales is the quickest way to accumulate power—closing each Fade rift nets you two power. Some side quests also reward power. Keep accumulating power until you have enough to take the fight to Corypheus in the Arbor Wilds.

Recommended Quests

Quest/Activity	Locale	Power
Holding the Emerald Graves	Emerald Graves	3
Rifts at the Cove	Emerald Graves	4
A Vicious Thug	Emerald Graves	2
A Corrupt General	Emerald Graves	2
A Fallen Sister	Emerald Graves	2
A Deluded Chevalier	Emerald Graves	2
Rifts at the Pavilion	Emerald Graves	8
Rifts at the Reach	Emerald Graves	4
Rifts near the Sighs	Emerald Graves	6
Chateau d'Onterre	Emerald Graves	2
Lay Rest the Western Ramparts	Exalted Plains	2
Rifts in the Old Plains	Exalted Plains	8
Rifts on the Battlefield	Exalted Plains	8
Holding the Exalted Plains	Exalted Plains	2
Another Side, Another Story	Exalted Plains	2
Lay Rest the Eastern Ramparts	Exalted Plains	2
Calming Victory Rise	Exalted Plains	2
Rifts in the Fens	Exalted Plains	6

> **Note**
>
> Now is also a good time to complete your nemesis side quest, Before the Dawn or Under Her Skin—see Cullen for Before the Dawn or Leliana for Under Her Skin. If you complete this quest, your encounter with Samson or Calpernia at the Temple of Mythal may go much more smoothly.

The War Room

When you have enough power, return to the war room and select the What Pride Had Wrought operation on the war table. If Corypheus gains control of the eluvian in the Arbor Wilds, Morrigan fears he could access the Fade and obtain the power of a god... or unleash more demons into the world. As Cullen, Leliana, and Josephine argue about the best course of action, advise them to work together. Following the meeting, select your party; given Solas's knowledge of elven artifacts, it's wise to bring him along. Morrigan will join your party in the Arbor Wilds, but she isn't a controllable party member.

> **Caution**
>
> Before venturing into the Arbor Wilds, make sure your party is up to the task. Most of the enemies you face in the Arbor Wilds are level 16 or higher. So make sure your Inquisitor and party members are at least level 15. Otherwise, grind in other locales until you're ready for high-level combat.

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What Pride Had Wrought

The Arbor Wilds

The Inquisition's invasion of the Arbor Wilds is well underway by the time you and your party arrive. A scout reports that Corypheus has been spotted moving to an elven ruin to the north. Morrigan feels Corypheus is headed for the Temple of Mythal—the eluvian is probably contained within. You must reach this elven temple before Corypheus can secure the eluvian. Proceed to the first blockade, where Corypheus's troops are making a stand. Fight your way past several red templars and red templar horrors along the way. You'll be assisted by a few Orlesian troops.

First Blockade

Red templars are defending the ruins of a stone bridge at the Great Waterfall. Initiate the fight with a powerful AoE attack—Mark of the Rift can wipe out almost every enemy here, assuming you ambush them early on. Be mindful of the archers posted on the bridge and surrounding ruins. Position your ranged party members on the bridge so they can rain down arrows and spells on the enemies in the shallow stream below. Once you've cleared out the western span of the bridge, watch out for more enemies positioned near the eastern span. There are some corrupted Grey Wardens in this second group.

Tip

The Arbor Wilds is a good source for stormheart and silverite, so keep your eyes peeled for these minerals. You can't return to the Arbor Wilds once this mission is over.

Second Blockade

The red templars' forward camp blocks your path to the second blockade. Once again, you have the chance to take these enemies by surprise. If possible, initiate the assault with a few overlapping AoE attacks—or send in a stealthy rogue to assassinate an enemy. But don't neglect the archers posted around the camp's perimeter; eliminate the archers and then claim their perches for your own ranged party members. Try to locate and identify the Sentinel shadow among this group—this highly mobile enemy is deadly when sneaking up on your party members. Gang up on the Sentinel shadow before eliminating the rest of the enemies.

Caution

Beware of more Sentinel shadows during your journey to the Temple of Mythal. When they're encountered, turn your whole party's focus against them. These elven Sentinels are not affiliated with Corypheus's forces. Instead, they're responsible for guarding the Temple of Mythal from outsiders.

The second blockade is at the ruined archways. Here you encounter more red templars as well as two red templar behemoths—don't let their size intimidate you. Despite their ability to generate guard, your party should have no problem whittling down their health. Attack primarily with your ranged party members, using the elevated positions along the nearby ruins to rain down arrows and spells.

Final Blockade

Expect heavy red templar resistance during your approach to the final blockade. When you reach the temple gates, position your ranged party members on the ruins, next to the Inquisition archers. This allows them to fire down on the senior Wardens and red templar horrors below with minimal fear of reprisal. Send your melee party members down into the shallow riverbed to engage the enemies at close range—Cullen and his men are already engaging them. If available, use Mark of the Rift to wipe out most of these enemies early on. Following the battle, travel north to enter the temple grounds. Heal and use the supply cache on your way in.

The Temple of Mythal

Your party looks on as Corypheus and your nemesis (Calpernia or Samson) attempt to cross a bridge leading to the Temple of Mythal. Corypheus is looking for something called the Well of Sorrows. Then something unexpected happens—Corypheus explodes after passing through a magic barrier placed at the bridge's entrance. But he soon reemerges from the body of an unlucky Warden. With the magical barrier disrupted, the Inquisitor sees an opportunity and urges the rest of the party to cross the bridge and enter the temple's courtyard—they manage to seal the doors to the courtyard just as Corypheus's dragon attacks.

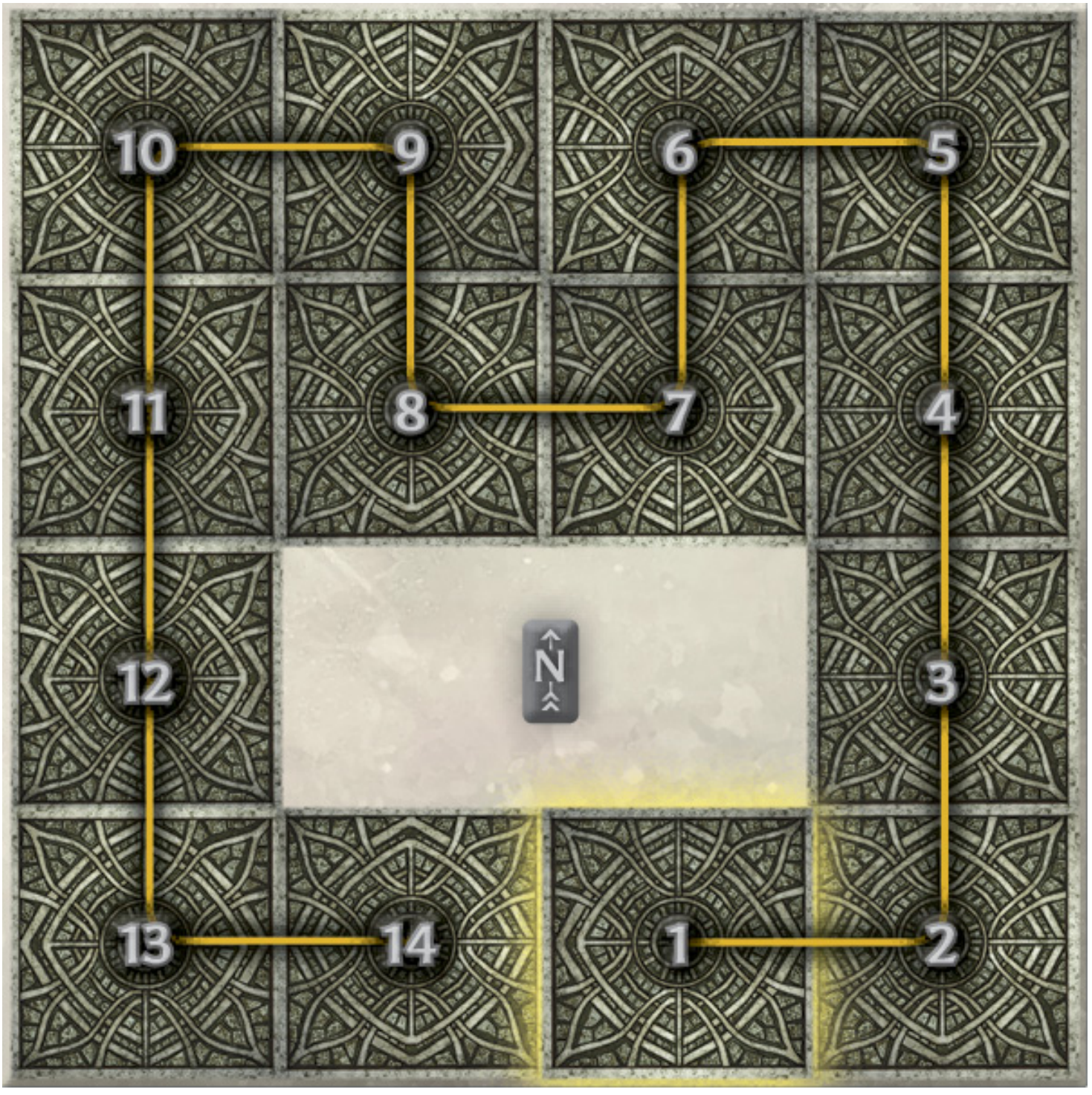
Note

The nemesis you encounter at the Temple of Mythal is determined by which faction you allied yourself with: the mages or the templars. If you chose to side with the rebel mages, your nemesis is Samson. Calpernia, a Tevinter mage, is your nemesis if you chose to side with the templars. Reference the Inner Circle Quests section in the Exploration chapter for more information on Samson and Calpernia.

Outer Courtyard

Morrigan is uncertain what this Well of Sorrows is—perhaps Corypheus isn't looking for the eluvian as she once thought. But it's clear Corypheus's life force can pass to any blighted creature, darkspawn, or Grey Warden. Approach the door to the temple. It can't be opened yet, though—you must complete a ritual.

Temple Ritual



Approach the altar north of the temple's entrance—the large tiles illuminate as you walk across them. You must illuminate all of the tiles surrounding the altar. But you can't step on the same tile twice—yes, it's a puzzle. Reference the accompanying diagram to solve it. Once all tiles are lighted, the door to the Hall of Shrines is unlocked.

Note

There are numerous ways to solve this ritual and the others in the temple. The provided diagrams are just one possible solution to these puzzles. Feel free to discover your own solutions.

Hall of Shrines

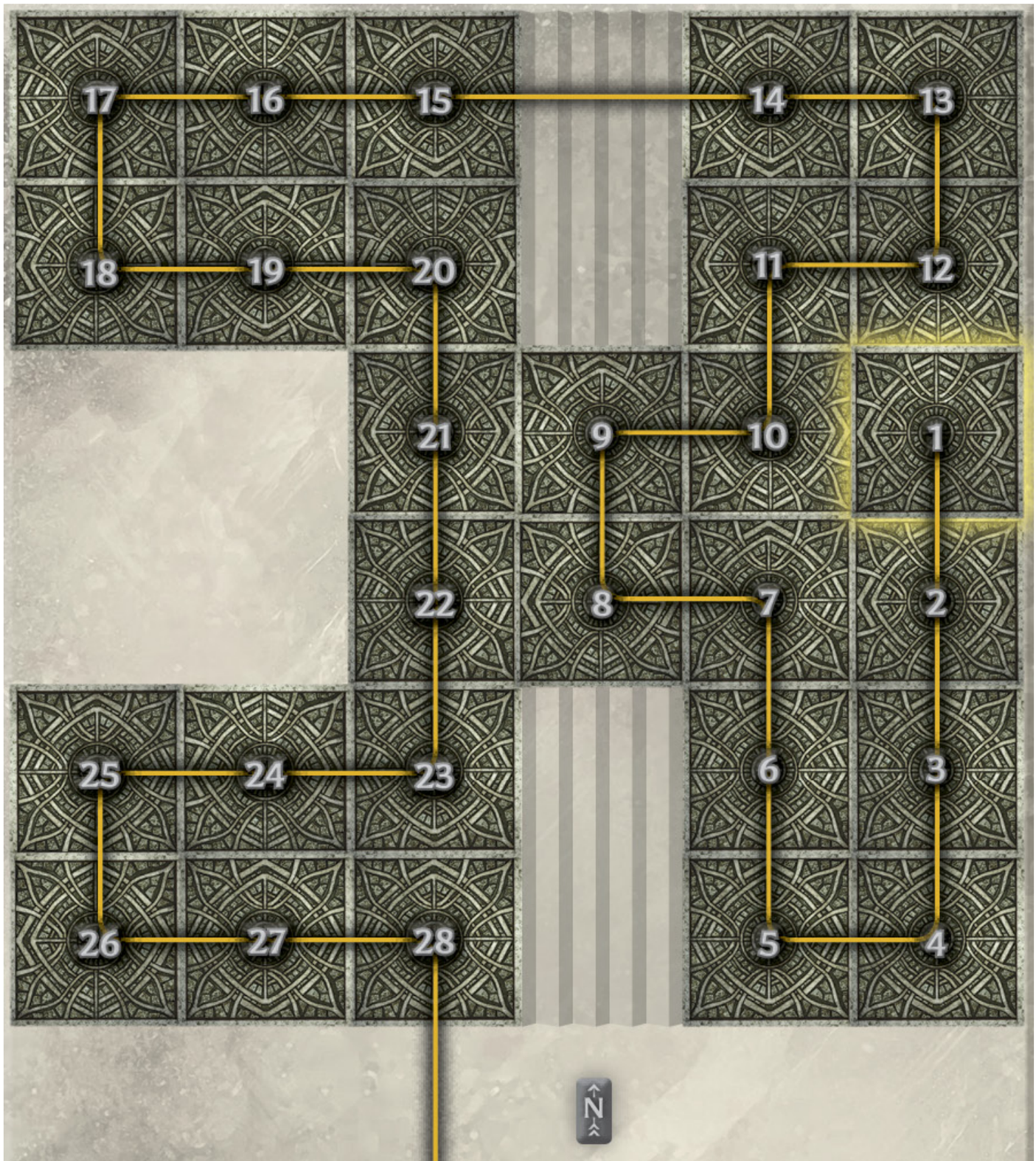
After passing through the door, prepare to engage more enemies on the other side. These are the minions of Calpernia or Samson, your nemesis. This group shouldn't be a match for your party. Before chasing after Calpernia or Samson, Morrigan suggests entering the temple by performing a set of rituals. She feels this may be the key to reaching the Well of Sorrows before Corypheus does. Back at the altar, Morrigan deciphered some elven writing revealing more about the Well of Sorrows—it promises great power, but at a terrible price. At this point you have the option of following your nemesis through the hole in the floor or performing three rituals to gain access to the temple. Solas and Dorian will approve if you do all of the rituals, but everyone else prefers you take a shortcut to the inner sanctum via the hole in the floor. Solving the rituals, however, will make a confrontation with the temple's guardians in the next section go more smoothly for you. Completing the rituals gives you access to the temple's inner sanctum.

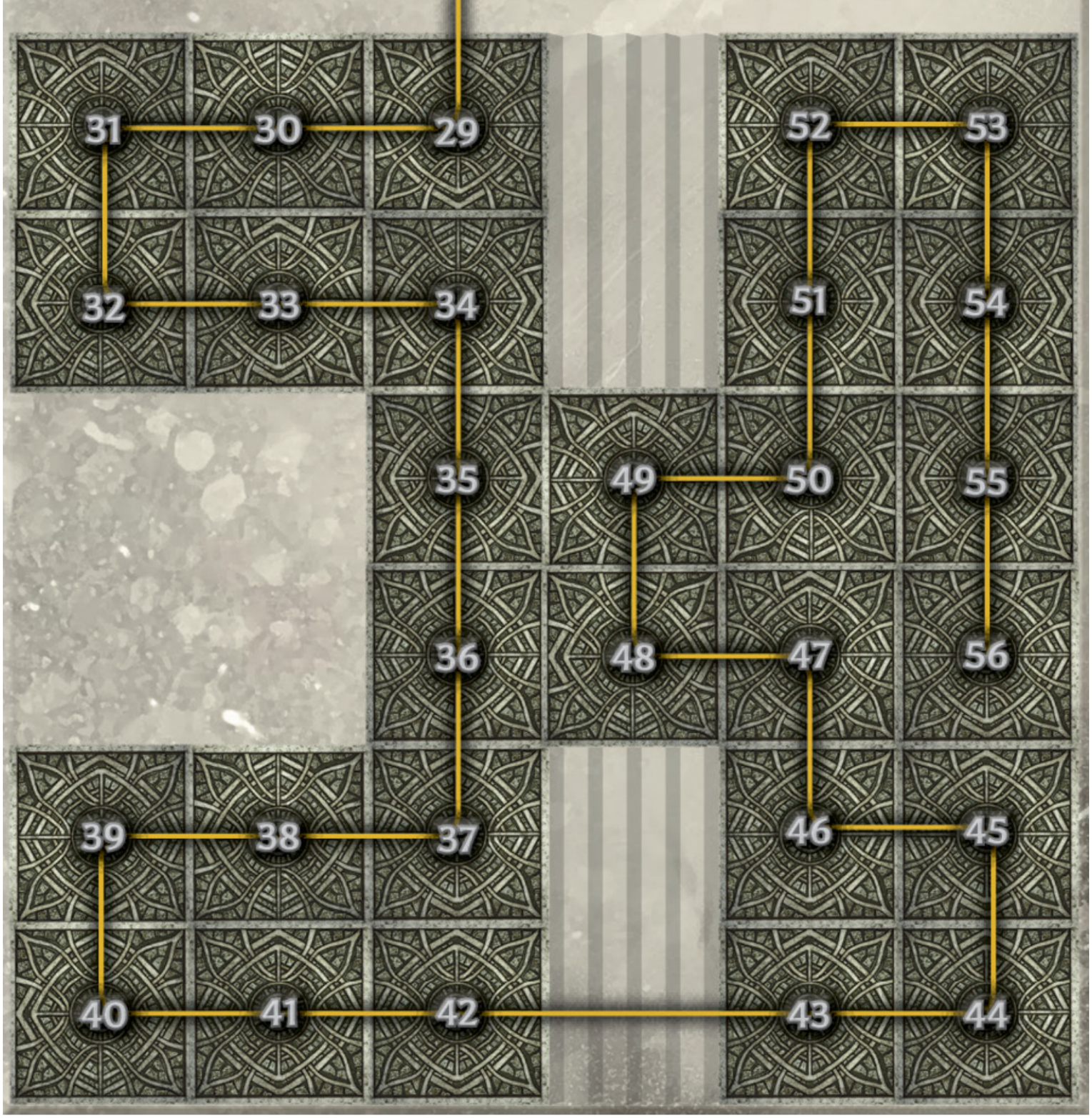
Note

If you don't want to complete the rituals, follow your nemesis down the hole to the north, skipping the inner sanctum entirely. Ignoring the rituals means bypassing an alliance with Abelas and his elven Sentinels, meaning you must fight them as well as Corypheus's army. You gain approval from Iron Bull if you skip the rituals; Solas disapproves.

Western Ritual

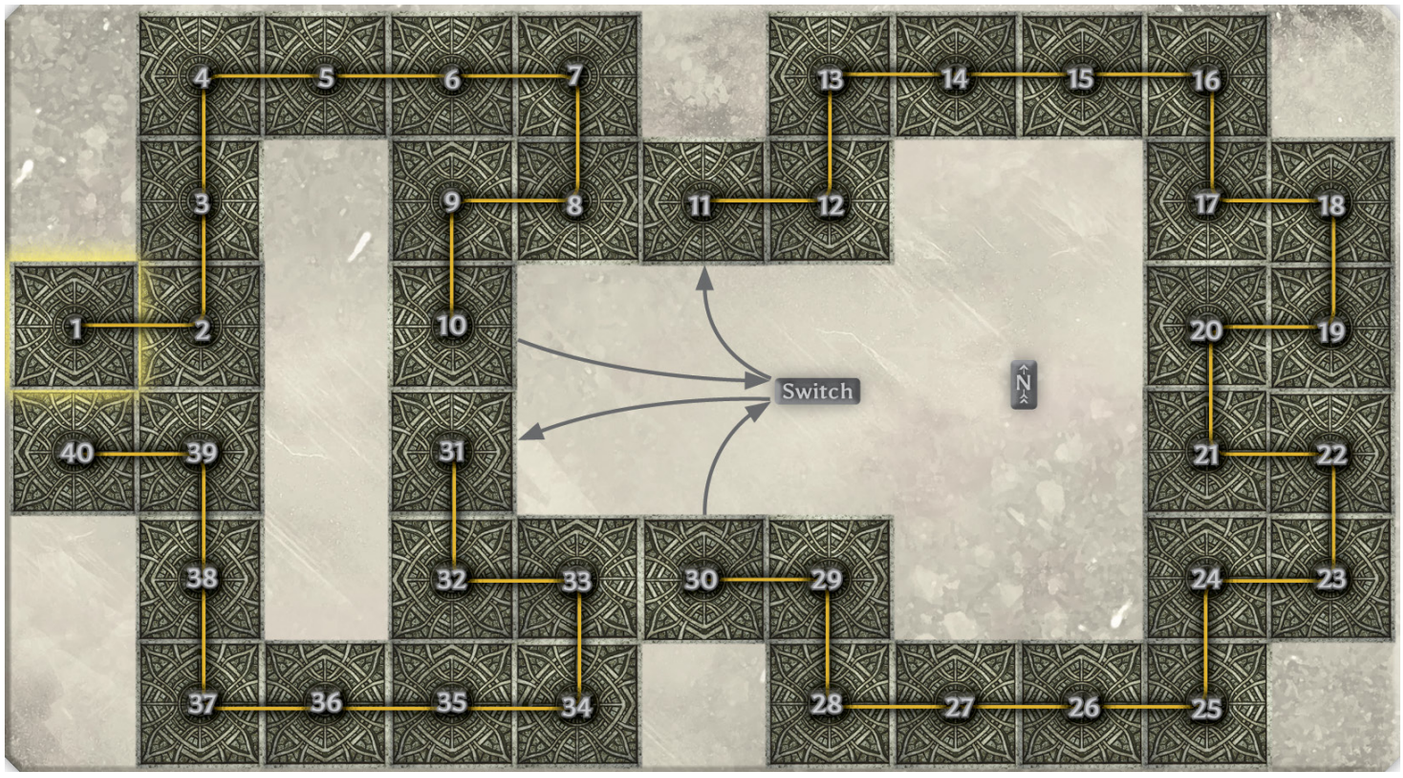
Start with this large ritual to the west. This puzzle is divided into a northern section and southern section, but both puzzles must be solved to complete the ritual. Start by working on the northern section first, completing it near the divider on the south side, at tile 28. Once the northern side is complete, jump onto the divider and proceed to the southern section of the puzzle. The second half of the puzzle is solved using a movement pattern similar to the first one—reference the diagram to avoid making a misstep. After completing this puzzle, return to the central courtyard (where you fought the enemies) and cross to the east side.



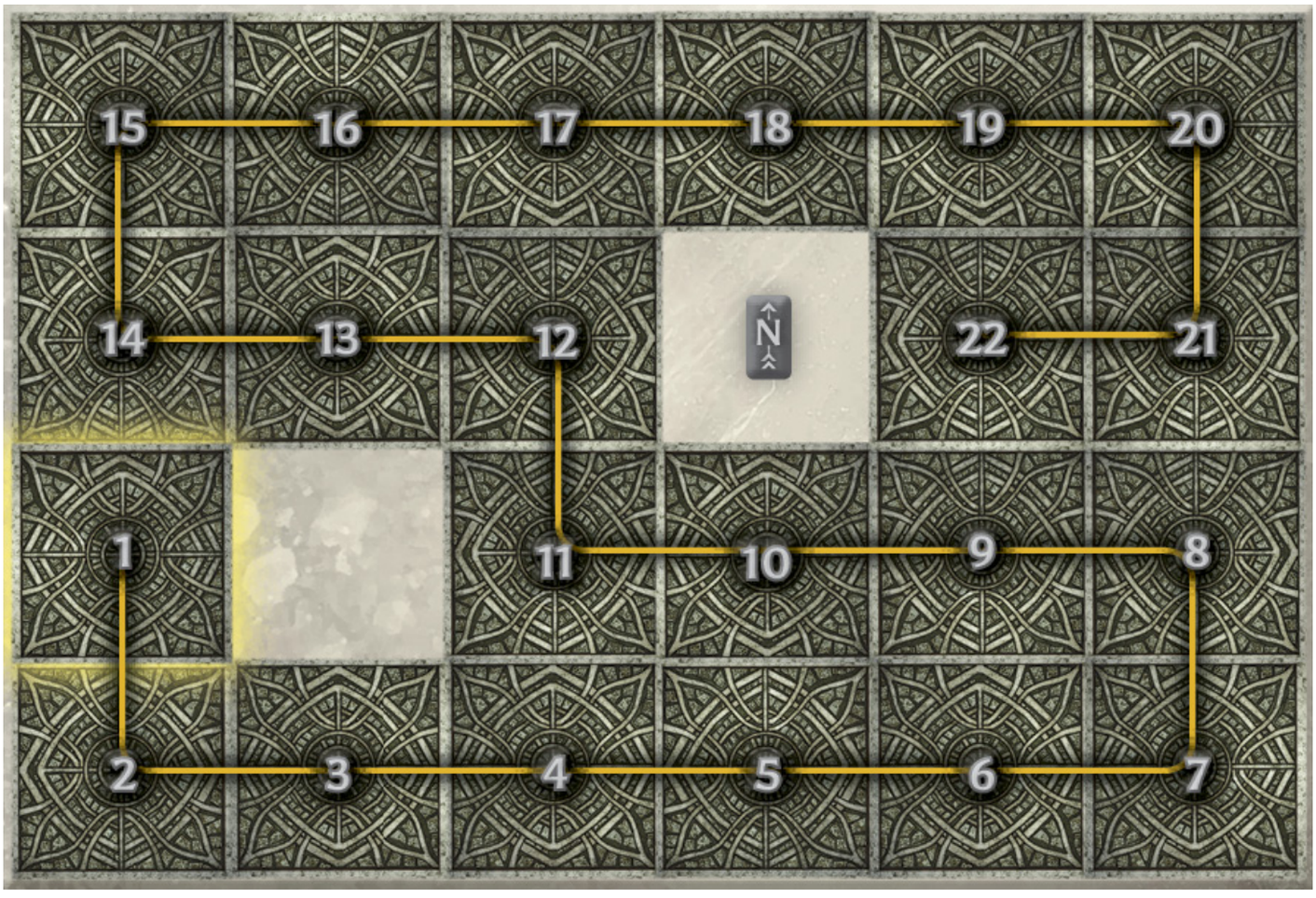


Eastern Ritual

Although smaller, this puzzle is a bit trickier. Sections of this puzzle must be lowered and raised using a switch in the middle. Start by looping around the north side, then cross to the neutral platform after stepping on tile 10. On the platform, interact with the switch—this lowers tiles to the west and raises tiles to the east, allowing you to proceed. Step onto tile 11, to the north, and complete the eastern half of the ritual, as seen in the diagram. When you reach tile 30, step back onto the central platform and interact with the switch again, raising the tiles to the west. From the platform, step onto tile 31, to the west, and complete the ritual. Only one more to go.



Northeastern Ritual



Don’t let the small size of this ritual fool you—it can be tricky. As long as you follow the zigzag path shown on the diagram, you’ll have no problem conquering this ritual. Like all the rituals, this puzzle can be solved in many ways. The three rituals can be completed in any order. Once all three are solved, the door to the inner sanctum unlocks. Time to go see what’s inside.

Inner Sanctum

Your party is halted inside this chamber, surrounded by elven archers. But you don't come under attack—at least not yet. Abelas, leader of this elven contingent, is responsible for guarding the temple from outsiders. Abelas is curious about your party's intentions, but he's unwilling to give you access to the Well of Sorrows, an object he calls the Vir'abelasan. Question Abelas about the Well of Sorrows and any other topics that interest you, but no matter how diplomatic your approach, you can't convince Abelas to give you access to the well. If you did the rituals, Abelas at least agrees to help you drive Corypheus's forces from the temple. If you took the shortcut, these Sentinel elves will turn hostile and attack.

Decision Point

Abelas cannot be swayed to give you access to the Well of Sorrows, yet his offer to help you eliminate Corypheus's army is too good to pass up. Morrigan realizes the weight of this predicament but stresses the importance of reaching the well. You can get everything here, assuming you did the rituals earlier and choose the proper reply—agree to ally with Abelas and you'll eventually gain access to the well. If you refuse Abelas's offer, or if you took the shortcut earlier, you'll be forced to engage him and his elven Sentinels in combat through the rest of the temple, in addition to Corypheus's forces.

Approval: Abelas's Offer

Follower	Accept Alliance	Decline Alliance
Blackwall	–	⬇⬇
Cassandra	–	–
Cole	⬆⬆⬆	⬇⬇⬇
Dorian	⬆⬆⬆	⬇⬇⬇
The Iron Bull	⬆	⬇
Sera	⬇⬇	⬆⬆
Solas	⬆⬆⬆	⬇⬇⬇
Varric	–	–
Vivienne	–	–

Temple Path

Following your decision, Abelas exits, vowing to destroy the Well of Sorrows before it can be desecrated by outsiders. Morrigan responds by transforming herself into a bird and chasing after Abelas. If you chose to ally with Abelas, you are prompted to follow an elven guide through the temple—she will lead you to the Well of Sorrows. The guide knows many shortcuts through the maze-like temple, revealing hidden doorways and passages. Keep up with the guide, but don't miss the chance to search for loot along the way. At the end of the path, the guide even opens a secret loot chamber for you.

Caution

If you didn't ally with Abelas, you must fight your way through the temple, eliminating both Sentinels and Corypheus's army along the way. The same secret passages accessed by the guide cannot be used by your party—you must find your own way through the temple. Pass through doorways and search for switches to find your way out.

Soon after the guide stops, you can hear fighting nearby. Open the door to the east and join the fight as several Sentinels engage a group of Corypheus's minions. If you allied with the Sentinels, this fight shouldn't be a problem. If you haven't, you'll be fighting them and Corypheus's forces in this area. Following the battle, exit through the doors to the south to reach the Well of Sorrows.

Well of Sorrows

Before you can reach the Well of Sorrows, you must first confront your nemesis. If you allied with the rebel mages, you'll face Samson. Calpernia is your nemesis if you sided with the templars.

Samson Finale

Upon exiting the temple, you discover Samson and his red templars have already reached the Well of Sorrows. Samson is eager to serve as a vessel, absorbing the wisdom offered by the well before turning it over to Corypheus. If you completed the Before the Dawn nemesis quest you have a chance in the conversation to make the next fight easier: When it appears, choose the option to use the rune Dagna prepared for you to break Samson's armor. Samson is horrified as his armor is "depowered" and attacks, but he is now a weakened target in combat.

If you didn't complete Before the Dawn, or if you ignore the choice to weaken Samson's armor, you must defeat a fully charged Samson.

If you didn't complete Before the Dawn, you must defeat Samson and his red templars in combat. During this battle, focus on eliminating the red templar horrors before going after Samson—consider casting Mark of the Rift while all of the enemies are clustered together to deal some heavy damage. When all other enemies have been defeated, focus on taking down Samson. Samson is equipped with heavy armor and can build guard. So utilize warrior abilities, like Shield Bash and Break Their Spirit (War Horn), which can help deplete Samson's guard. Carrying a two-handed sword, Samson can perform some devastating attacks, including 360-degree spins, knocking down all enemies in his path. Keep your distance during these attacks to prevent getting knocked down. For best results, taunt Samson with your warriors while your ranged party members pour on attacks from a safe distance. Little by little, Samson's guard and health will drop. Once he falls, Samson is taken into custody and can later be judged at Skyhold.

Calpernia Finale

Descend the steps to trigger a conversation with your nemesis, Calpernia. Loyal to Corypheus, Calpernia is committed to keeping the Inquisition away from the Well of Sorrows. As feared, Calpernia reveals that Corypheus is planning to use the well to enter the Fade. If you completed the Under Her Skin nemesis quest, you can convince Calpernia that she's being played—that Corypheus actually plans to bind her. When you hand over the scroll with Corypheus's binding ritual, Calpernia stands down, realizing you're telling the truth. To avoid a fight with Calpernia, convince her to return to Tevinter.

If you haven't completed Under Her Skin or simply want to eliminate Calpernia, be prepared to fight her bodyguards, consisting of Venatori zealots and a Venatori mage. As soon as combat begins, enter the tactical camera and use Mark of the Rift on Calpernia and the nearby Venatori zealots—this is the best way to dish out some heavy damage, while eliminating most of Calpernia's security detail. Calpernia is resistant to fire but vulnerable to cold-based attacks. She can also cast a barrier, significantly prolonging her lifespan. Freeze or chill Calpernia with spells, then focus on eliminating any surviving Venatori zealots and the Venatori mage. Once Calpernia's barrier is weakened, she won't last long. When the battle is over, Calpernia throws herself off a nearby cliff to avoid being killed by the Inquisition.

The Vir'abelasan

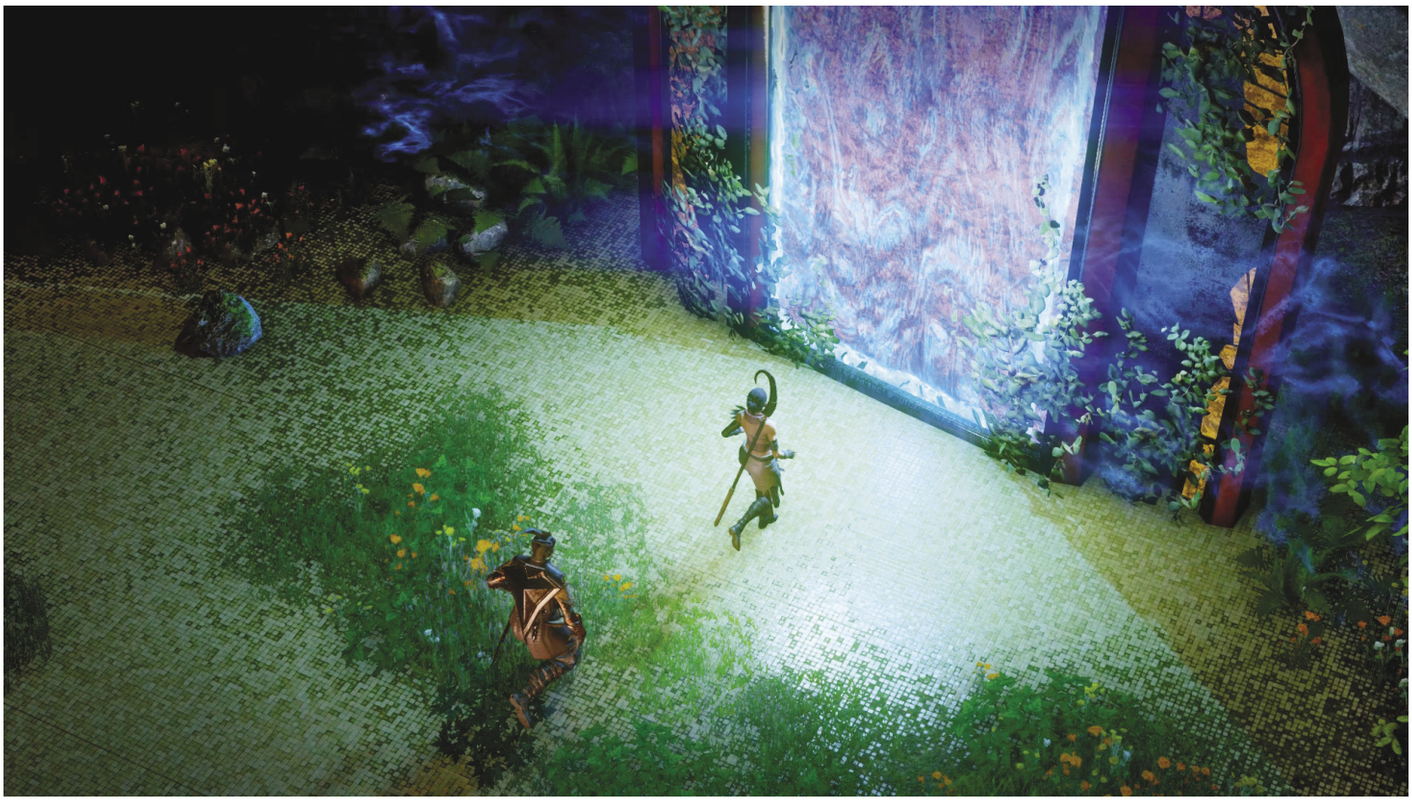
After you confront your nemesis, Abelas is seen racing to the Well of Sorrows. But Morrigan reaches the well first and blocks his path. Abelas reveals that the well contains the knowledge of all previous servants of Mythal. He fears this knowledge will be lost if an outsider touches the well. If you allied with him earlier, you can convince Abelas to relent and let you use the well, though he offers a warning before leaving—whoever drinks from the well will be bound forever to the will of Mythal. If you didn't ally with Abelas, he attempts to destroy the well. Morrigan kills him before he can bring the temple down on you.

After Abelas is gone, Morrigan makes note of the intact eluvian near the well. She feels the well is the key necessary to access the eluvian. If the key is taken, the eluvian will no longer function. Morrigan is clearly attracted to the power of the Well of Sorrows, and she makes no secret of her desire to drink from it. Others in your party (notably Cassandra) are resistant to the idea of Morrigan drinking from the well—can Morrigan be trusted with this unknown power? Yet Morrigan persists, stating she is the most qualified to drink from the well.

Decision Point

Morrigan makes a convincing argument for why she should be the one to drink from the Well of Sorrows. However, the final decision is up to you. As expected, your decision will have an impact on approval among your party members. Vivienne is outraged if you allow Morrigan to access the well's power. But Sera is equally disgusted if you drink from the well. However, if the Inquisitor drinks from the well, you'll have to tame an ancient dragon later, at the Altar of Mythal. If Morrigan drinks from the well, you won't have to tame the ancient dragon later.

Approval: Well of Sorrows		
Follower	**Inquisitor Drinks**	**Morrigan Drinks**
Blackwall	↑↑ (if not in a romance with Blackwall)	↑↑ (if in a romance with Blackwall)
Cassandra	↑↑	↓↓
Cole	—	—
Dorian	↓ (or ↓↓ if in romance)	↑↑ (or ↑↑↑ if in romance)
The Iron Bull	↑↑	↓↓
Sera	↓↓↓	↑↑
Solas	↓↓	↑↑
Varric	—	—
Vivienne	↑↑↑	↓↓↓



Whoever wades into the Well of Sorrows experiences strange visions. As the power of the well surges through their body, they collapse, losing consciousness. The party members rush to the aid of their unconscious comrade. But there isn't much time to ask questions. Corypheus can be seen exiting the inner sanctum; he takes to the sky and rushes toward your party at the well. Morrigan urges everyone to race through the eluvian. While your party retreats, a mysterious figure arises from the water of the well, blocking Corypheus's pursuit. This buys the Inquisitor enough time to escape through the eluvian. Once you've passed through the mirror it shatters, preventing Corypheus from chasing your party back to Skyhold.

The New Divine

At the conclusion of *Dragon Age: Inquisition*, a new Divine will be crowned. The choices made by the Inquisitor throughout the game will affect the future of the Sunburst Throne and the Orlesian Chantry. The candidates for the position are Leliana, Cassandra and Vivienne.

As Inquisitor, your support will be invaluable to anyone who desires to take the Sunburst Throne. Expressing support for a candidate in private conversations with her will unlock an operation on your war table. This operation will allow you to use the Inquisition's influence to greatly sway the opinions of the Chantry's clerics in favor of your chosen candidate. While there are three operations—one for each potential Divine—you can only complete one of them. Once your support is public, you cannot go back on your choice. Note that the operation itself does not completely decide who becomes Divine. It is not a guarantee, but simply one strong vote.

Other tips:

- Voicing support for a candidate will increase the chance that they will take the Sunburst Throne in the end.
- Having the same opinions as the character about the Chantry and faith will increase their chances. For instance, expressing your respect for the Chantry will increase Cassandra's likelihood of ending up as Divine while expressing distaste for faith will decrease it.

Leliana as Divine

Leliana believes the Chantry has failed. She wishes to completely reform it, creating a new Chantry for a new age—one that teaches acceptance and love of all, that inspires and does not judge.

Outcomes that go against current Chantry doctrine and favor helping the disenfranchised will improve Leliana's chances of becoming Divine.

Cassandra as Divine

Cassandra is one of the faithful. Her values are guided by Chantry teachings. She wishes to correct the worst faults of the Chantry while remaining true to its principles and doctrines.

Outcomes that preserve the Chantry's structure while correcting the worst of its mistakes will improve Cassandra's chances of becoming Divine.

Vivienne as Divine

Vivienne has fought against all odds to thrive in a world set against her. Losing the current system means losing everything she has worked for. She desires to maintain the status quo.

Outcomes that are in line with current Chantry doctrine and favor order will improve Vivienne's chances of becoming Divine.

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The Final Piece

Skyhold

The Well of Sorrows whispered of a power in the Arbor Wilds strong enough to end Corypheus.

Your party emerges from Morrigan's eluvian back in Skyhold. Back in the war room, Cullen reports that Corypheus retreated from the Temple of Mythal when you escaped through the eluvian. The council is uncertain what Corypheus's next move will be. If the Inquisitor drank from the Well of Sorrows, vague whispers can be heard—Morrigan is annoyed by the Inquisitor's inability to interpret these vocalizations from the well. Nevertheless, the Inquisitor is able to glean some helpful information regarding Corypheus's weakness—his dragon. If the dragon is killed, Corypheus's ability to leap into other bodies will be temporarily disrupted, leaving him vulnerable. Guided by whispers from the well, the Inquisitor identifies a remote location on the war table—this is where the Inquisition must travel next. Upon exiting the war room, access the world map and travel to the Altar of Mythal. When selecting party members, consider bringing along a couple of mages with ice staves and Winter abilities.

Note

If Morrigan drank from the Well of Sorrows and had a child from the dark ritual in your custom world state, look for Morrigan in Skyhold's garden. You'll find she's chased Kieran into an eluvian. Follow them through the eluvian to proceed.

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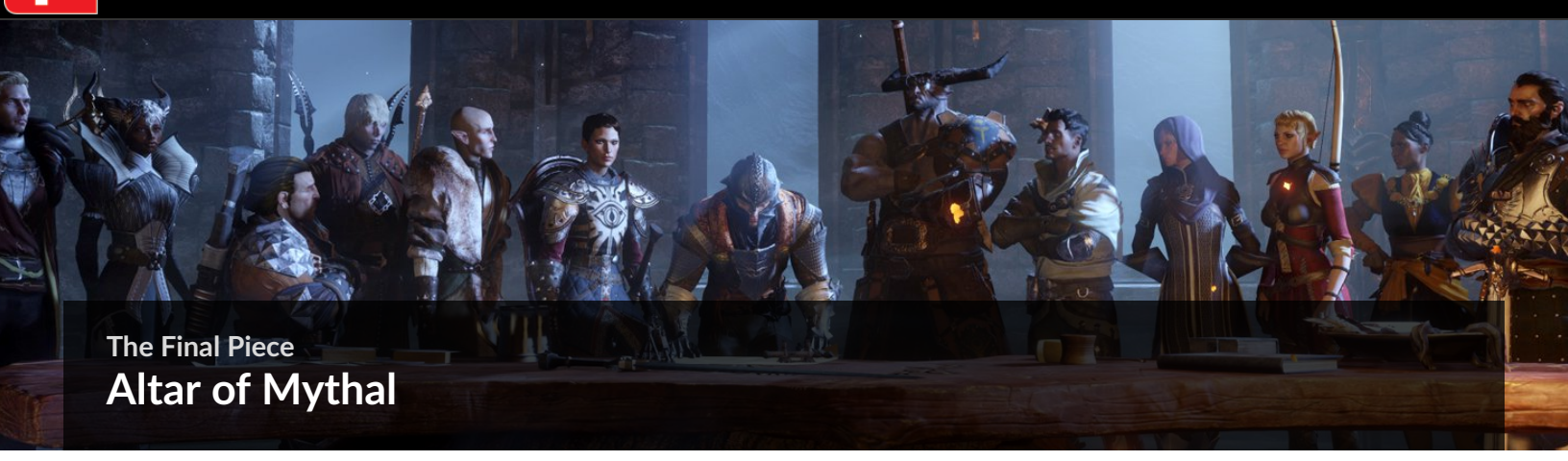

The Final Piece

Altar of Mythal

The Altar of Mythal is in a large clearing within the Arbor Wilds. Lead your party to the objective marker to locate the altar on the south side of the clearing. Interact with the altar to summon Mythal. Soon after the summoning, a mysterious woman comes walking across the clearing—Morrigan clearly recognizes her as Flemeth. Morrigan is confused, yet the voices from the well say Flemeth speaks the truth. Flemeth warns that the altar's guardian will come soon. If you defeat it, the guardian will serve you in the battle against Corypheus. Flemeth then turns around and walks off into the clearing, leaving you to face the guardian of Mythal.

The dragon battle is necessary only if the Inquisitor drank from the Well of Sorrows. If Morrigan drank from the well, she becomes the dragon—see the table to clarify what happens based on your custom world state. Return to Skyhold following the conversation with Flemeth.

Altar Outcomes

Who Drank?	Dark Ritual Child?	Flemeth Encounter?	Tame Ancient Dragon?
Inquisitor	Yes	In the Fade	Yes, fight to tame ancient dragon
Inquisitor	No	At the altar	Yes, fight to tame ancient dragon
Morrigan	Yes	In the Fade	No, Morrigan becomes a dragon
Morrigan	No	At the altar	No, Morrigan becomes a dragon

Guardian of Mythal

Immediately following the conversation with Flemeth, prepare yourself for a dragon battle. You must tame the ancient dragon by defeating it in battle in order to gain its allegiance. This fire-breathing dragon is vulnerable to cold-based attacks, so waste no time hitting it with Winter-based abilities like Winter's Grasp, Ice Mine, and Blizzard or Ice Storm. Target the dragon's front two legs first to hinder its mobility. Once the front two legs have been disabled, target the dragon's head.

Area-of-effect attacks are very effective against this dragon, including grenades like a jar of bees. Before initiating an AoE attack, wait until the dragon hops to a new location. This will ensure the dragon takes the brunt of your AoE attack. Also, try to position the AoE attack directly under the dragon's head and front legs. This way the attack damages all three targets. Wait until the dragon's guard is diminished, then unleash Mark of the Rift to dish out some heavy damage—this is a good way to finish the battle.

It takes time and persistence, but eventually the dragon's health will be depleted. However, it's not dead. Instead, the dragon yields to the Inquisitor's commands before flying away. The Inquisitor reports that the dragon will return when summoned. Now, exit the clearing to the west to return to Skyhold.

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Doom Upon All the World

Skyhold 1

It's time to prepare for the final confrontation with Corypheus.

Back in Skyhold, take a moment to visit with all your followers and tie up any loose ends before going after Corypheus. This is a good time to complete inner circle quests and romance plots you may have skipped; these quests are not available after the finale. But don't feel you need to do everything—you can still complete most quests and activities following the final confrontation with Corypheus. Once you're ready to face Corypheus, go to the war room and summon the council. Select the Doom Upon All the World operation on the war table. While the council plans their attack against Corypheus, a bright flash illuminates the war room, accompanied by a sharp pain in the Inquisitor's hand. Corypheus has reopened the Breach. Action must be taken now to stop Corypheus before the Breach expands and swallows the world.

Caution

Inner circle quests, including follower personal plots and romances, are not available after the finale. Complete them (if you want) before selecting the Doom Upon All the World operation.

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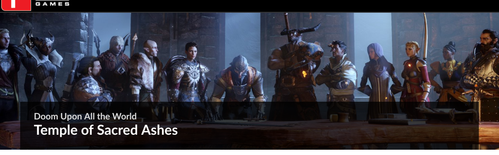


Doom Upon All the World
Temple of Sacred Ashes

Corypheus makes a stand beneath the Breach, at the ruins of the Temple of Sacred Ashes. Clutching his orb, Corypheus causes the ruins of the temple to rise into the sky, leaving you no route of escape. As Corypheus's dragon is about to attack your party, your dragon, tamed at the Altar of Mythal, serves as a life-saving distraction. The two dragons engage in aerial combat, leaving your party to confront Corypheus.

Corypheus Battle

Engage the tactical camera and plan your attack against Corypheus. A quick inspection of Corypheus reveals no immunities and no vulnerabilities, meaning any types of attacks are effective. For best results, chill him with cold-based attacks so your melee party members can move to close range and begin hacking away. Pummel Corypheus with your party's most powerful abilities and status effects until he retreats, teleporting to the balcony above.

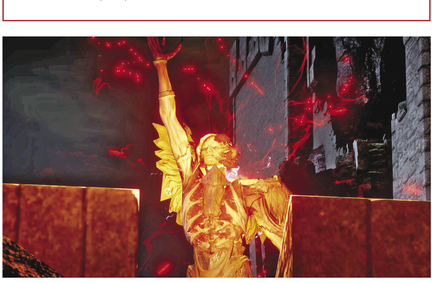
As the dragons continue fighting overhead, pursue Corypheus onto the balcony, climbing the steps to the west—stay clear of his fiery AoE attack following his retreat. Corypheus can raise walls of red lyrium, potentially cutting off your party members from one another. When possible, step around these walls instead of hacking through them. Also, make sure your ranged party members maintain a clear line of sight on Corypheus—these walls can block their shots.

When Corypheus retreats again, climb a series of stairs to the east and resume the attack. When Corypheus's health drops to 50 percent, a cinematic shows the culmination of the dragon battle in the sky. Your dragon has fallen, and now you must defeat Corypheus's archdemon, a red lyrium dragon. Start by attacking the dragon's front legs, utilizing a mix of AoE and standard attacks. The dragon's fiery attacks are extremely dangerous, so be ready to move out of the way when the dragon rears up on its hind legs to begin this attack. Stand by with health potions and be prepared to revive fallen comrades. Better yet, cast Barrier just before the dragon attacks to prevent allies within the fiery area of effect from being injured.

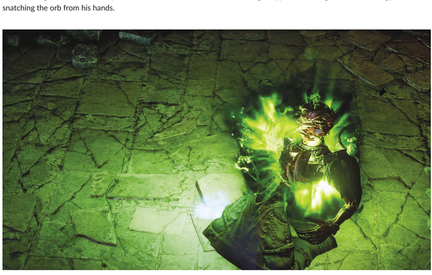
Once you've disabled two of the dragon's legs, it's far less mobile and more vulnerable to AoE attacks. Take this opportunity to focus your attacks on the dragon's head. In the concluding cinematic, the Inquisitor lands a fatal blow to the dragon's neck, causing it to bleed out. Now that the dragon is dead, Corypheus can't jump to other bodies. Defeat him now.

Caution

Move your characters behind cover to avoid taking damage from Corypheus's AoE pattern attacks. At higher difficulties these attacks are extremely deadly.



Climb the stairs to the east and reengage Corypheus. Pour on the offense, hitting Corypheus with everything your party has. If available, use Mark of the Rift to bring an end to this battle. When Corypheus's health reaches zero, he attempts to expand the Breach, using his orb. But the Inquisitor reaches out with the Anchor, striking Corypheus with a green bolt of energy while snatching the orb from his hands.



As Corypheus crumples to the ground, bleeding from a lethal neck wound, the Inquisitor reaches skyward with the orb and closes the Breach. Finally, the Inquisitor uses the Anchor to vaporize Corypheus. With the Breach closed, massive stones from the ruins of the temple descend from the sky—one lands dangerously close, rendering the Inquisitor unconscious. When the Inquisitor regains consciousness, the dust has settled and Solas is studying the remains of Corypheus's orb—it has been destroyed. After regrouping with the others, the Inquisitor makes the decision to return to Skyhold.

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Doom Upon All the World

Skyhold 2

To celebrate a hard-fought victory, Josephine has organized a party and feast in Skyhold's throne room. Here you have the chance to speak with all of your followers and thank them for their role. Afterward, retreat to your quarters by entering the door north of the throne. Your romantic interest greets you. Together, you discuss the future and enjoy a view of the picturesque Frostback Mountains.

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Doom Upon All the World

Epilogue

In the concluding cinematic, Morrigan summarizes the events following the Inquisition's victory over Corypheus. The decisions you've made along the way, concerning the Orlesian court, the Grey Wardens, and the next Divine, determine the way this cinematic plays out. Are you satisfied with the results? If not, try again and make different decisions during your next attempt. The decisions you've made here are automatically synced with the *Dragon AgeKeep*, determining the state of your world. These decisions will impact the world in future *Dragon Age* adventures.

Note

After defeating Corypheus you're free to continue your adventure. Chances are there are plenty of locales you haven't fully explored. Take this opportunity to expand the Inquisition's influence into every corner of Orlais and Ferelden.

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Multiplayer

Introduction

While the Herald of Andraste and the inner circle of heroes gallivant across Thedas in their quest to defeat Corypheus, the Inquisition itself gathers conscripts from all over the continent. These men and women do not possess the mark that the Herald does, they are not as infamous as Leliana and Varric, and they do not have the connections of Vivienne. Compared to the inner circle, the regulars of the Inquisition rely on numbers and luck.

Among these regulars are specialists, sent on the toughest assignments, ones that the average soldier cannot handle. With the odds stacked heavily against them, even these specialists cannot hope to succeed alone. But with allies, they may stand a chance to survive their missions, grow stronger, and serve the Inquisition against threats the Herald cannot personally see to.

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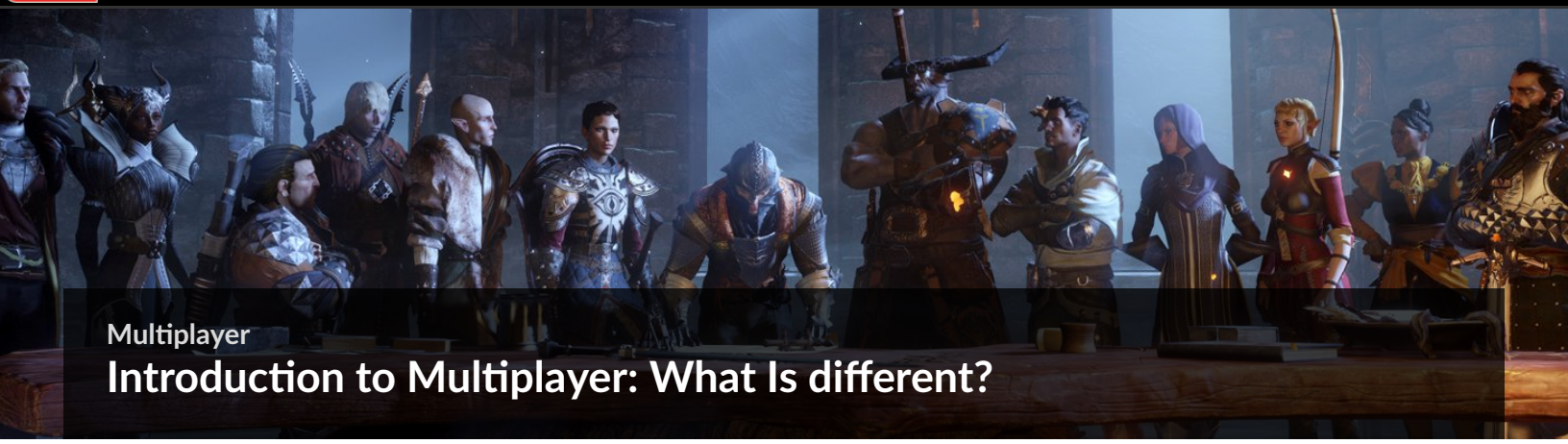

Multiplayer

Introduction to Multiplayer: What Is different?

Inquisition multiplayer will place you and three allies against very long odds, with minimal chance of success. Fortunately, you won't have to learn how to control your character all over again, as the basics learned in single-player mode apply to multiplayer. But there are some key differences between a party member in single player and a party member in multiplayer, such as in how weapons, equipment, and potions are earned and in how crafting materials are gathered.

- **You can have only *four* active abilities:** This is arguably the greatest change to gameplay in multiplayer. Having only half the slots available for active skills in this game mode changes how you want to level your characters and how you want to set them up for combat. You can't be nearly as much of a generalist with any of the classes, since you can't necessarily take everything with you that you want to use.

- **Abilities cannot be changed in the field:** If you feel you made a mistake with your current setup, you're stuck with it until the mission is complete or the party falls.

- **Equipment cannot be changed in the field:** This is a major challenge. You go into missions not knowing initially who you are up against, so you can't equip weapons that you know will be effective against specific types of enemies. Bring your hardest-hitting gear and the best armor you own. It will be up to your skills to make up for any deficiencies in your setup.

- **Four types of potions can be carried right away:** You start with only health potions, but using the store to buy loot can give you a wide variety of potions, and you can equip up to four types. Granted, you won't be able to carry as many of each as the Inquisitor could...

- Crafting **supplies are heavily limited:** You can't just farm iron from every location you fight through. Crafting supplies come only from breaking down old equipment, and you only get equipment from looting chests while on a mission or purchasing chests at the store.

- **Experience is awarded *after* a mission succeeds or fails:** This is another big change from single player. Normally, you would gain experience and could even level up in the middle of combat. Now, you're stuck at the level you entered the mission on until you complete it or die. This means that your first attempts with a fresh party can go very poorly near the end, and even coordinated teams of players will be forced to play it very safe, or they will fall.

- **You get three falls only:** Running out of health in combat is not the end. Your character will be forced to crawl around, looking for allies to help them to their feet. However, on the third defeat, you immediately fall into the Fade, where you are forced to view the action as a wraith while the rest of your party struggles against a foe that has just gained a significant boost in power, a reward for killing an agent of the Inquisition!

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Multiplayer

The Character Classes

As in the single-player game, there are three basic classes that all 12 characters fall into: warrior, mage, and rogue. A balanced party will have at least one of each category in their ranks, with the fourth party member falling into whichever preference the group may have. You start multiplayer with the Legionnaire, the Keeper, and the Archer all unlocked and ready to use. Classes generally fall into distinct roles:

- **Warriors:** The frontliners, these characters act as tanks, shielding the party from physical violence while dishing out some of their own.
- **Mages:** The lightly armored magic users combine support skills with powerful elemental magics meant to control and crush the enemy.
- **Rogues:** These characters inflict high damage, mixed with some battlefield control utility. These scouts can kill the enemy quickly from up close or afar, but they won't survive long if they catch too much attention.

To fully clear a mission, you need one of each class at the very least, not just to handle combat better, but to be able to bypass barriers that stand between you and alternative paths through a level or treasure. Warriors can kick down weakened walls, mages can dispel magical barriers, and rogues can pick locked doors.

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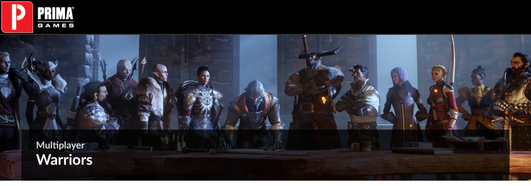

Multiplayer
Warriors

You can't survive these missions without a proper warrior leading the team, making first contact with enemies, and holding their attention while the cloth- and leather-wearers ply their trade safe from aggression. Warriors must make themselves the loudest, most obvious threats the enemy sees, even if in reality they are the distraction. Without a warrior's ability to tank, a party will find itself in serious jeopardy.

There are two kinds of warrior you can play as in multiplayer: sword-and-shield warriors and two-handed weapon warriors. The former rely heavily on a shield to mitigate the worst the enemy throws at them, allowing them to withstand the hate of the enemy and return as much of it as they receive. Two-handed weapon warriors rely heavily on the support of mages to keep them protected, in turn allowing the warriors to tear through the hordes with their massive weapons, keeping their attention with pure violence.

Developer Tip

If you plan to have multiple warriors in your party, pick their skills and equipment to complement each other. Multiple warriors using AoE taunts make a combat harder to control, not easier.

— Matthew Fisher, Senior Level Designer

Legionnaire

A walking fortress of dwarven steel

The Legion of the Dead is Orzammar's most famous and dedicated troop of warriors. These dwarves declare themselves dead and venture into the Deep Roads to join the endless fight against the darkspawn pushing toward the gates of their city. Korbin is one of them. A highly decorated warrior from Orzammar, he volunteered for the Legion. As a result of an alliance between the dwarven king and the Inquisition, Korbin now fights on the surface against Thedas's greatest threat.

Ability Trees: Guardian and Combined Arms

The Legionnaire is the warrior you start multiplayer with, and this is where players will either learn how to tank or die trying to learn. The Legionnaire is a sword-and-shield warrior, sturdy and strong, but not particularly agile unless you purchase Combat Roll. He begins with a powerful damage-dealing ability, Payback Strike, but that requires him to have taken or have successfully blocked some form of damage with Shield Wall. Build guard with Shield Wall, hold your ground, and make sure enemies must first get past you before they can reach the others. Early on, you lack the ability to taunt enemies off your allies, so it is imperative that once you have the attention of the enemy, you are the first thing they can see and harm.

Templar

A soldier of faith who will step between allies and the strongest magic and demons

Belinda is a noble from Starkhaven and a recent initiate into the templars, taking her vows just months before the Order split from the Chantry. Horrified to see the Order she loved turn against the Chantry she believed in, she left the templars and remained loyal to the Divine. When Justinia was killed, Belinda remained with the newly formed Inquisition, hoping to make things right.

Ability Trees: Divine and Sentinel

The Templar differs from the Legionnaire right out of the gate by starting with a group buff, as opposed to a powerful attack. This should clue you into what the Templar is: a supporter. She starts out able to constantly buff the group's damage with Blessed Blades, which means that everyone on the front line of a fight will be able to kill that much faster. Many of the Templar's unique passive and active abilities are built around improving the damage output or survivability of the group in one way or another. A party with the Templar and the Keeper working together can theoretically be extremely hard to break, but unfortunately the Templar herself isn't quite the damage dealer found in other warrior classes.

Katari

A Qunari giant who brings death and destruction

"Katari" means "one who brings death" in Qunlat. The Katari is a Tal-Vashoth mercenary who left the Qun to forge his own path. However, choosing one's own way after being raised to follow orders is difficult. For the moment, the Katari makes his living as a sellsword, paid to fight for the Inquisition. His name is a description of what he does—though he has left the Qun, certain habits are hard to break.

Ability Trees: Onslaught and Tactics

Of the two-handed weapon warriors, Katari is weaker in terms of sheer potential damage output. Unlike the Reaver, the Katari's strength does not have to come at the same grievous cost. The Katari can be set up to reward a finesse player. He's able to set up improvements to his defenses, including guard increases, sooner than the Reaver, while still being more than capable of meting out heavy damage to groups of foes. Earthshaking Strike is one of the Katari's most devastating abilities; it can ruin large groups of foes trying to push past a chokepoint.

Reaver

A formidable warrior who draws strength from a dark ritual

Tamar is a fearsome warrior who developed her abilities by consuming dragon blood. One of the cultists who lived in Haven during the Fifth Blight, she escaped the Chantry by fleeing into the mountains. Tamar was later captured by Inquisition agents and given the choice to serve or die. Execution in captivity would have been shameful; Tamar wishes to die in battle, the blood of her enemies on her sword and a war cry on her lips.

Ability Trees: Bloodlust and Assault

The Reaver is almost less of a tank and more of a somewhat-better-protected rogue who carries a big two-handed weapon. Correctly specced, the Reaver can help a team quickly devastate groups of enemies surrounding her, and with a good weapon and the right abilities she can hit so hard that she should rarely have difficulty grabbing attention. Tamar is at her best when she's nearly dead: Ring of Pain combined with Devour is more powerful when she's hurting. Getting to that state, particularly on higher difficulties, is risky. Her best friend is an attentive Keeper constantly providing help via the Barrier ability.

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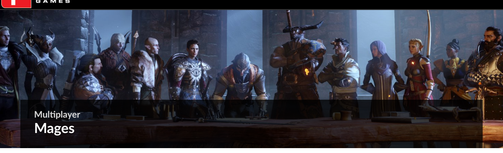

Multiplayer

Mages

Mages are highly valued in a balanced party, but they are also the most fragile of all party members. Marksmen can snipe mages from across a hall, possibly killing them outright. Terrible foes like the red templar shadow can slip past a mage's party members in stealth and murder them before they even have a chance to react. They rely on warriors and rogues to prevent the enemy from attacking them. Without the use of the Barrier ability, mages will die in short order.

Despite these seemingly crippling weaknesses, a mage is one of the most valuable party members on a squad. Able to readily exploit the elemental weaknesses of a foe with a stave or spell, enhance the defenses of comrades, or assist in controlling or corralling the enemy into choke points, a mage on a team can mean the difference between success or death.

Developer Tip

When leveling up and equipping your mages, don't put all your eggs in one basket: Avoid using a staff that has the same damage type as your main offensive spells, or you could be in serious trouble if you encounter tough enemies who are immune to that damage type.

— Matthew Fisher, Senior Level Designer

Keeper

A proud elven apprentice who wields Dalish magic to protect or destroy

The Ralaferin clan is renowned throughout Thedas for former Keeper Gisharel's willingness to share Dalish lore with non-elven scholars. Neria was born into the Ralaferin clan and was chosen as Keeper Elindra's apprentice. Trained from youth to defend and serve her people, she takes great pride in her magic and her role as Elindra's First. Now with the Inquisition as a Dalish emissary, Neria does all she can to see that the interests of the Dalish elves are not forgotten amidst the chaos.

Ability Trees: Protection and Primal Spirit

The Keeper is the first, and possibly the most important, mage to have on a squad. Her Barrier ability is available from the outset, and among all mages in multiplayer, her Barrier ability is the strongest. That alone should make her a vital member of any startling group, but her utility extends far into the higher difficulties, where her barriers may be all that stand between the group and a swift death. Her Protection ability tree is worth heavy investment if you intend to focus on being strong support for the team, but her Primal Spirit tree allows you to bring some hefty lightning-based offense to the fight.

Developer Tip

In multiplayer the Keeper can make the difference between a successful mission or death. Practice good battlefield awareness, cast barriers where they are most needed, stun groups of enemies to give allies a chance to recover, and always know where your party members are and what they are doing.

— Stefan Bekolay, Quality Assurance

Elementalist

An explosive personality who controls primal forces

Rion was one of the first mages in the Ostwick Tower to take up the flag of rebellion. Horrified by abuses he saw in Kirkwall, Rion embraced the cause with fervent idealism...and very little sense of its practical costs. His ardor dampened as he saw the rebellion's price measured in lives lost, mage and non-mage alike. Now supporting the call for peace, he went to Haven to await the Divine Conclave's outcome; when the temple was destroyed, his hope for a resolution was lost. Rion signed up with the Inquisition, seeing it as the mages' last chance for peace.

Ability Trees: Destruction and Control

The Elementalist is geared heavily toward offense, as his ability trees show right away. Destruction favors fire, while Control contains many ice- and lightning-based spells, with defensive staples such as Barrier located so far down the Control tree that you would sacrifice much to reach it early on, and even then it is not anywhere close to as powerful as the Keeper's Barrier. Thus, most users of the Elementalist will find themselves standing and delivering from afar, attempting to live up to the old adage: The best defense is to light them on fire, freeze them, or electrocute them before they can get close enough to hurt you.

Necromancer

A cold mistress of magic with terrifying power

Raised in secret in Nevarra by a Mortalitasi mage, Sidony was brought up to revel in her magical abilities. She feels no kinship with mages who do not share her pride and has little but disdain for most other people. Sidony's only goal is to uncover her full potential as a mage, so she hungers for magical knowledge. When news of the Breach reached her, she headed directly to see it for herself, hoping that whatever secrets it held would be the key to her own advancement.

Ability Trees: Gravelord and Permafrost

The Necromancer specializes in spirit- and frost-dealing spells, and she has absolutely no spells that provide special protection to her allies, as befits her personality. Her Gravelord tree contains passive and active abilities that enhance the effects of horror on the enemy, opening them up to extra damage from the rest of the party. Her Permafrost tree contains valuable spells, including a powerful and useful AoE spell, Blizzard. The Necromancer is highly focused on the destruction of the enemy, so parties taking her along for the ride should be prepared to handle the fact that she does not cast Barrier.

Arcane Warrior

A mage with blades dedicated to an ancient elven art

Like Neria, Cillian was born to the Ralaferin clan. In his youth, he lived apart from his people in order to resurrect a lost elven art: that of the Arcane Warrior. Although he was originally driven by the need to seek glory for his people, Cillian's years of meditation and solitude gave him wisdom and respect for all life. When the Breach opened, he knew his duty was to stand against it, fighting to save all he knows and loves.

Ability Trees: Mentalism and Elemental

The Arcane Warrior is an interesting type of mage, starting off with the powerful Spirit Blade ability, meant to rip through enemy defenses like hot butter. When upgraded it can even deflect ranged attacks! Many of his passive abilities are meant to allow the Arcane Warrior to fight and survive through close combat with the enemy, while dealing heavy damage with the Spirit Blade or the upgraded Fade Cloak. Although he's incapable of casting protective barriers on his allies, one of the Arcane Warrior's Elemental passive abilities, Rejuvenating Barrier, allows any party members with an active barrier to regenerate mana or stamina 35 percent faster! This makes the Arcane Warrior an excellent second mage to bring to the fight alongside the Keeper.

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Multiplayer
Rogues

Rogues are problem solvers. If a problem exists, they can solve it, with arrows to the neck or daggers to the spine. If a door needs to be unlocked, they can defeat it. If you need someone somewhere they are not meant to be, a rogue can be that someone. Two varieties of rogue are playable, one specializing in ranged combat and one in up-close-and-personal knife-fighting. The ranged rogues bring a form of control to a fight, as they can set traps and help hold down choke points. The dagger-wielding rogues bring high-damage, single-target focus to a team. Both types of rogue can be set up to quickly put down a target of choice, which makes them excellent at counter-rogue assignments. If the enemy brings scouts or shadows to the field, a rogue can be there, waiting for them to reveal themselves before springing into action.

Archer

An expert marksman and sniper

Hall is a survivor from the Wilds, a woodsman and archer. A Dalish hunter rescued him from a bandit raid when he was a child and taught him her skills. But he was human, and not welcome in her clan; once he could fend for himself, he was turned out. Hall wandered for years, never quite finding his place. When a beam of light tore the sky, he was drawn toward it, knowing that it spelled disaster and—for once—understanding that he was needed.

Ability Trees: Marksman and Evasion

Specialized in the bow, the archer named Hall is your first rogue. Capable of singling out and picking off lone targets from afar, the Archer can provide heavy damage that does not fall into particular elemental archetypes. He possesses skills that allow him to stay away from the enemy in a pinch. Additionally, the Archer starts off with the Caltrops ability, which by itself may not seem impressive, but it allows Hall to help the party lock down choke points because the spikes slow and hurt enemies that try to run over them. That very basic starting ability can serve a group well even on Perilous-level missions!

Hunter

A grizzled trapper and master of the bow

Thornton is a veteran ranger. An experienced soldier, he has served different masters, lived through several wars, and always lived to tell the tale. What the Inquisition faces now, however, is altogether different and far more terrifying, and it will take everything he's ever learned to get through it. But he will get through it—because Thornton always does.

Ability Trees: Trapping and Survival

The Hunter uses unique traps to foul up enemy charges, while also capable of high damage output from afar, like the Archer. Thornton's survivability starts off much greater than the Archer's, with Fallback Plan as one of his two default abilities. The Hunter can also spec into Stealth, and when that's combined with abilities like Full Draw, the Hunter can put down an unsuspecting target very early into a fight, a perfect way to deal with major threats.

Alchemist

An eccentric dwarf with an assortment of strange brews and explosives

Luka remembers the prison in the Vimmark Mountains: She was nobody, clearing out tunnels for the Carta, not important enough to know the truth about why they were there. She watched as the Carta descended into madness, never learning who pulled the strings. When Hawke destroyed the prison, she was trapped, alone and forgotten. It took years, but she got out, using salvaged treasures to blast her own exit to freedom. Then the Inquisition came calling, because they also remembered the prison—and what was held there.

Ability Trees: Alchemy and Cunning

The Alchemist could be considered the brawler of the two dagger rogues, specializing in poisons and explosives meant to bring harm to as many targets at once as possible. With Stealth available at the outset, the Alchemist makes an excellent scout, able to lead the team into dangerous territory and pick out the greatest threats before the fighting begins. A good way to leverage the poison talents available to the Alchemist is to craft a pair of dual-blade daggers for her. She can poison groups of enemies while pounding them with a relentless slashing whirlwind, tossing bombs to cause further chaos.

Assassin

A knife from the shadows.

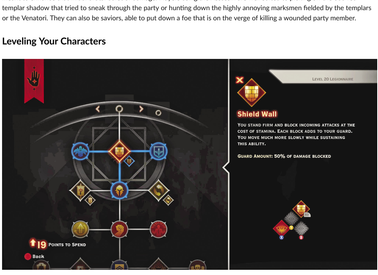
Argent was named the old Orlesian word for "quicksilver." She is swift, strong, and deadly—trained from birth to be a weapon. Argent has served many masters, sometimes as a bodyguard, often as an assassin. Passed from noble to noble, she was bought and sold like a prized sword, a fact that does not bother her. A weapon has no loyalty—it serves whoever wields it. Now, the Inquisition wields Argent.

Ability Trees: Assassination and Stalker

The Assassin is exactly what her title describes. From the outset, Argent is prepared to come from the shadows and give one unfortunate victim a proper lesson in violence. Early in the Assassination tree, you can pick up Hidden Blades, a powerful skill that when upgraded can hit one target six times, at 300 percent weapon damage a strike.

Much of the Assassin's best work comes in the moment just after she breaks Stealth, and many of her early available skills are meant to enhance that initial brutal burst of damage. Players using the Assassin are well suited to picking off the odd red templar shadow that tried to sneak through the party or hunting down the highly annoying marksmen fielded by the templars or the Venatori. They can also be saviors, able to put down a foe that is on the verge of killing a wounded party member.

Leveling Your Characters



Experience is distributed to the party after a mission succeeds or fails. You gain bonus experience from kill streaks, completing in-mission events, and from completing challenges. Gaining a level earns you one ability point, regardless of race or class, and the maximum level in multiplayer is 20. Because you have only 19 ability points to work with, you really need to think about where you want those points to go, to maximize your character stats while also getting the active abilities you want! You can't get all of the abilities, but you can get some active and passive abilities that really complement how you want to play your character.

A Note on Respecting

There's a reason why the game makes you confirm whether or not you want to spend an ability point! However, mistakes can be made, and unfortunately there is only one way to undo them: by purchasing loot chests and lucking into getting a character respec in your loot. This will free up your points so you can try to spend them correctly! Just don't mess up twice in a row—you cannot count on respecs always being available.

Character Promotion

At level 20, there is no more you can do for your character in terms of experience. You can choose to keep playing at that level, improving their equipment every chance you get, or you can promote your character.

Promoting characters resets them to level 1. However, depending on the class of the promoted character, you'll receive a bonus point to one of three stats, across all of your currently unlocked characters.

- **Promoting a Warrior:** +1 Constitution
- **Promoting a Mage:** +1 Willpower
- **Promoting a Rogue:** +1 Cunning

Don't be afraid to promote characters! You can still use old gear provided it doesn't have a level requirement, which can make reaching level 20 again that much easier!

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Multiplayer

Preparing for Battle

Proper preparation and prudent planning prevents pretty poor performance.

Inquisition multiplayer is not going to hold your hand through battle. If you don't keep up with your weapons and equipment, if you're forgetting to equip potions (and forgetting to restock them), and if you're not setting up your abilities as you unlock them, your experience in the field will be sad and short lived. However, if you take the time to make sure you're ready, you and your allies will eventually be ready to fight through even Perilous-level missions!

Weapons and Equipment

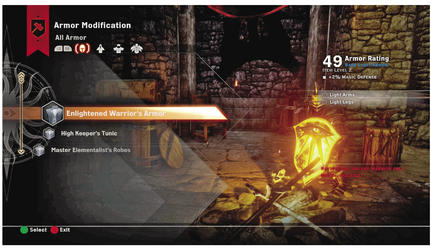
Weapons and equipment work as they do in single-player mode, but there are some slight differences. For one, there is no helmet slot to worry about. Another major difference is that characters in multiplayer stick to only one weapon type. For example, even though Katari is part of the warrior class, he cannot use a sword and shield. He must use two-handed weapons.

Upgrading armor or weapons works similarly as well, but fortunately you don't need to go to a specific menu to attach armor upgrades or runes. Simply go to the upgrade or rune you want to use in the Inventory menu, then select it to go to your Upgrade menu.

A key difference with upgrades in multiplayer is that, unlike in single player, armor upgrades cannot be removed from the armor: They can only be overwritten by a new upgrade. Make sure you're using the upgrade you want on the right piece of gear!

Another function of the Inventory menu is the ability to salvage almost every piece of gear you earn, save for the starting weapons and armor. This is more than just freeing up space: You need to do this to get crafting material.

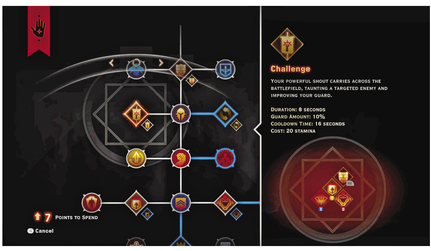
Crafting



Crafting weapons and armor is one of the most important things you can do to ensure your survival. You start off with schematics that cover the spectrum of armor and weapons you can use across all 12 characters, as well as upgrades for them all. What you don't start with is crafting material. That is earned by salvaging other pieces of equipment you earn while on a mission, or you can purchase loot chests at the store.

Crafting's other major function is to help unlock new characters. As you play the game and complete missions, you earn gold that you can use at the store. The chests purchased at the store have a chance to come with an armor schematic for a new character. If you then craft that character's armor, he or she will become playable. You start out with the Legionnaire, the Archer, and the Keeper, but all others must be unlocked via crafting.

Setting Skills

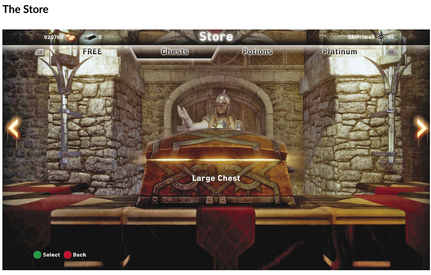


With only four slots available for active abilities, you will not be as versatile as a character can be in single-player mode. You need to pick passive abilities that best serve the active abilities you're going to use, and since you have at most 19 ability points to work with by level 20, you can't just pick your upgrades haphazardly.

Potions

The other four slots on your action bar are used for potions of all kinds. You start multiplayer with two health potions in your inventory, and that's also the maximum of that kind you can carry. A potion can only go into one slot, so you can't just fill out your inventory with nothing but health potions and face-roll through battles. It's typically best to go with a generalist loadout. Specialized potions that increase specific resistances are great, but you can't guarantee what forces you'll run up against, and that means you might have wasted a potion slot on something you can't use. A safe loadout would include health potions and healing mist potions to help allies in need. Jar of bees is a useful AoE attack anyone can carry, and it's especially good at revealing shadows or scouts trying to sneak past a choke point with Stealth.

The Store



The store is where you can spend the gold earned during missions on loot chests and potion chests. When you first start playing multiplayer, the game awards you a starter's chest that contains a variety of potions, and possibly some gear, to help you get settled in for your first mission. Everything else after that must be purchased with your hard-earned cash.

Chests

Chests provide loot and potions. You can't tell what's in them until you open them!

Small Chest: 270 Gold

Contains one random loot item and two potions.

Medium Chest: 725 Gold

Contains three random loot items and three potions.

Large Chests: 1,200 Gold

Contains five random loot items and five potions.

Potions

Potions play a big role in your survival, so you may want to spend money on potion chests specifically to try to build up your inventory.

Healing Potion Crate: 250 Gold

A container of five healing potions. Perfect for restoring your supply.

Mixed Potion Crate: 250 Gold

A container of five random potions for an extra advantage on your operation.

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Multiplayer
To the Field

When you're finally ready to go on a mission, select Quick Match to join a game or Create Match to set up a game based on your exact preferences. Quick Match allows you to select your preferred difficulty and destination. Create Match lets you be the leader of a given team, and also allows you to determine difficulty, destination, and whether or not the game is public or friends-only.

Diffculty

There are three difficulty settings, catering to characters of specific levels and strength.

Routine

Routine operations are recommended for beginner players, levels 1-8.

Threatening

Threatening operations are recommended for experienced players, levels 8-16.

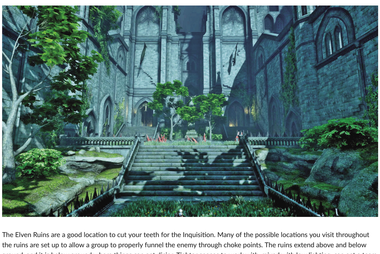
Perilous

Perilous operations are recommended for expert players, levels 16+.

Destinations

Three destinations are available to players at launch: Elven Ruins, Orlesian Chateau, and Tevinter Ruins. These destinations do not have a set map to follow, because the maps are created by drawing from a series of randomized "rooms" that you fight through. Familiar settings may have passages blocked off that previously were not. Doors that are sealed permanently shut may be unlocked by a rogue during a later run. A solid wall during one visit may be kicked down by a warrior during the next. You might realize, halfway through one area, that you once entered this place from the exit you're now heading toward. There's no way to know for certain what the map will be like until you actually get there, and even the time of day can change. You may arrive late at night to a destination shrouded by darkness, lit by precious few torches, or you could start the operation in the middle of the day.

Elven Ruins

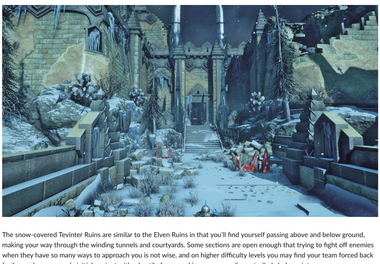


The Elven Ruins are a good location to cut your teeth for the Inquisition. Many of the possible locations you visit throughout the ruins are set up to allow a group to properly funnel the enemy through choke points. The ruins extend above and below ground, and it is below ground where things can get dicier. Tighter spaces to work with, mixed with low lighting, can get a team turned around or, worse yet, flanked with surprising ease.

Orlesian Chateau

Narrow alleys and gaudy hallways make up the majority of the Orlesian Chateau. There's not much space to work with, particularly if your paths take you to the outside of the chateau, where enemies have begun sacking the place, making the alleys treacherous to pass, particularly if there are enemies capable of their own area-of-effect spells. Beware of enemy scouts in Stealth in the chateau; the visibility may be low enough inside that you miss them sneaking toward you.

Tevinter Ruins



The snow-covered Tevinter Ruins are similar to the Elven Ruins in that you'll find yourself passing above and below ground, making your way through the winding tunnels and courtyards. Some sections are open enough that trying to fight off enemies when they have so many ways to approach you is not wise, and on higher difficulty levels you may find your team forced back far from when you made initial contact with a hostile force, seeking a more easily controlled choke point.

The Enemy Factions

Randomly chosen once an operation begins, there are three potential forces your party can come across: red templars, Venatori mages, and demons. All three forces have their own unique enemy types, and they'll force you to change your tactics on the fly. Since you do not get to choose what you're up against, your best bet is to set up your characters to be able to fight all three forces adequately.

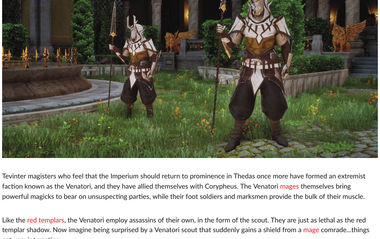
> **Note**
>
> Your first clue about the enemies you're fighting in an operation comes when the camera pans across the start area. For the red templars, you'll see veins of red lyrium. The Venatori have crates of supplies. The demons will have set up strange monuments covered in skulls.

Red Templars

Infused with red lyrium to the point where they barely resemble the men and women they once were, the red templars act as Corypheus's vanguard. Well armed and armored, the templars are an especially fearsome foe to face in melee combat. At range, their threat is mainly provided by red templar marksmen and red templar horrors. The marksmen in particular should be feared, as they can quickly overwhelm a single target if they're allowed to draw a bead on them.

The red templar shadow is one of the most feared melee combat units to run across, both in terms of their strength and their appearance. If you don't spot one before they stealth up, your first evidence of a problem might be when the shadow reappears behind one of your teammates as they fall to the ground dying.

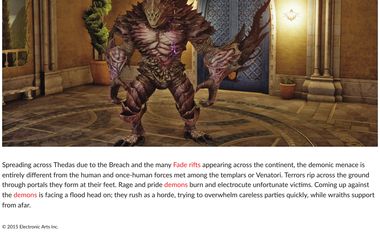
Venatori Mages



Tevinter magisters who feel that the Imperium should return to prominence in Thedas once more have formed an extremist faction known as the Venatori, and they have allied themselves with Corypheus. The Venatori mages themselves bring powerful magicks to bear on unsuspecting parties, while their foot soldiers and marksmen provide the bulk of their muscle.

Like the red templars, the Venatori employ assassins of their own, in the form of the scout. They are just as lethal as the red templar shadow. Now imagine being surprised by a Venatori scout that suddenly gains a shield from a mage comrade...things get very interesting.

Demons



Spreading across Thedas due to the Breach and the many Fade rifts appearing across the continent, the demonic menace is entirely different from the human and once-human forces met among the templars or Venatori. Terrors rip across the ground through portals they form at their feet. Rage and pride demons burn and electrocute unfortunate victims. Coming up against the demons is facing a flood head on; they rush as a horde, trying to overwhelm careless parties quickly, while wraiths support from afar.

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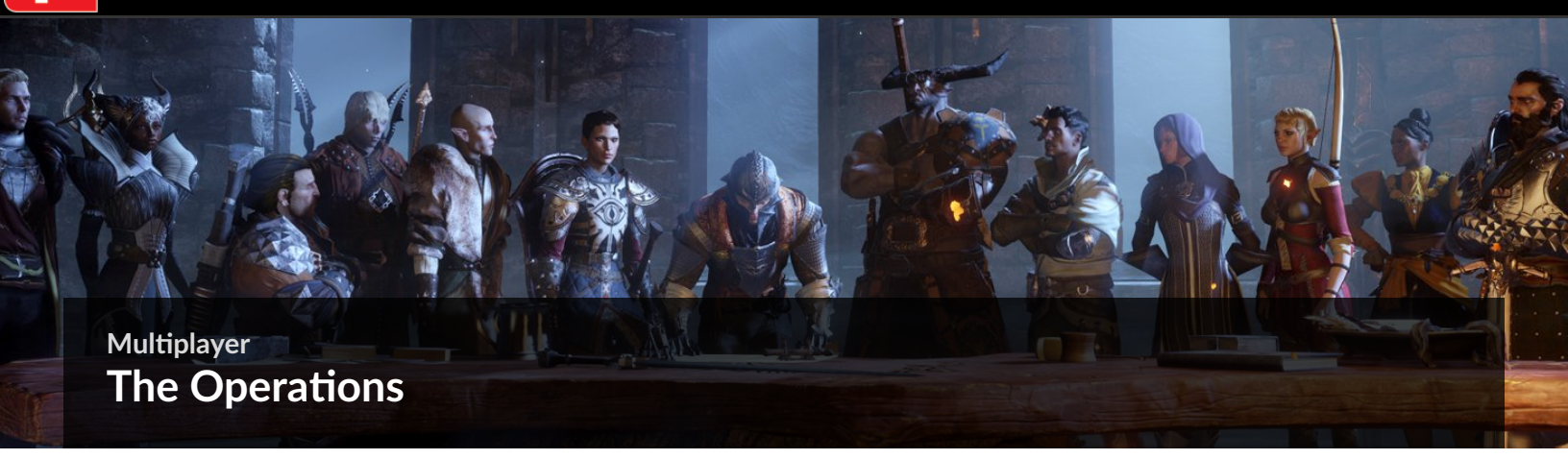

Multiplayer

The Operations

The operations you are deployed on are divided into four phases, culminating in the boss phase, where the enemy commander attempts to put an end to your little band personally. Getting through a phase takes you to a room where you can use a recovery font that heals the entire party, and then you can keep pushing onward.

Phases 1 and 3

These phases have you attempting to fight your way through the zone you've entered. You face multiple groups of enemies, and there are plenty of side areas you can take the time to explore, if you have the right party members to get through the locked doors, magic barriers, and weakened walls strewn throughout.

Exploration of side areas is important, as you can locate treasure chests filled with gold or equipment. Sometimes, these chests are traps, and you must fend off an undead ambush, possibly lead by an arcane horror. If you're especially unlucky, a revenant could be summoned, and unless your warrior tank is on their game, this can be the end of your little band.

Phases 2 and 4

These two phases can also be called "event phases." A member of the Inquisition war council narrates the nature of the surprise objective. It can be the escort of another Inquisition agent who was stranded in the zone, or it can be recovering weapons or artifacts that the enemy is attempting to destroy. The escort missions are complicated, as the agent will attempt to "help" you during a fight, putting them in the line of fire. The item recovery missions demand that you move quickly: A timer appears on the upper right corner of the screen, telling you how close you are to failing the objective.

Failing these events does not end your mission entirely, but you lose out on bonus gold and experience, so it is worth doing your best to get these events done.

Boss Phase

The last phase of an operation places you against a powerful boss enemy, along with a massive number of reinforcements. A party member must first plant the Inquisition flag at a designated location, triggering this final battle. Each enemy faction has a unique boss, and the battles themselves act as a sort of test of the party's ability. Warrior tanks must tank the boss, and rogues and mages must kill the reinforcements as quickly as possible while supporting the tank fighting the boss as much as possible.

Ending an Operation

Regardless of whether or not you complete or fail an operation, you earn gold and experience based on how far you manage to go, how many enemies you've slain, and how much treasure you've recovered. The end-of-match screen shows you how much you've earned in all these categories. Additionally, you'll be shown all of the challenges you've made progress on. There are hundreds of challenges, and they all have multiple levels of completion. You'll be busy for quite some time trying to finish them all!

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Multiplayer

Combat Tips

Here is some general advice that can help you at nearly every skill level.

- **Prepare to die a lot:** You're going to lose. There's no helping this, especially early on. Getting hit by enemies at your level is a painful mistake that you cannot easily recover from. Getting hit on Perilous-level missions can mean an instantly downed mage or rogue.
- **Bring a defensive ability:** If you're a warrior, you should have some skill that can help you build guard. If you're a rogue, an evasive technique will keep you alive should the enemy get too close. Mages should have either one of the teleport abilities or a Barrier skill to protect themselves and their allies.
- **Communicate:** Don't be shy! Battlefield awareness relies on more than just looking at your mini-map for enemy locations. Call out important threats. Designate what needs to die first.
- **Have patience:** Don't rush at the enemy blindly! You need to pull groups into areas that force them through traps you've set, into tight spaces where you can catch multiple enemies in AoE attacks, into areas that force marksmen to come to you rather than shoot you easily from afar.
- **Use choke points:** Every area has them, and you should use them. You simply can't expect to survive by standing in the open and taking attacks from all directions. Get to a place that forces enemies to funnel past a warrior in a confined space where the party can drop AoE attacks and debuffs.
- **Rogues solve problems:** Rogues can put down a single target very quickly, and so they should spec themselves accordingly. Prime targets for a rogue are marksmen, red templar shadows, and Venatori scouts, and these problems should be "solved" very quickly.
- **Keepers keep parties keepin' on:** Early on, the Keeper is the only mage you have, and her Barrier skill is incredibly important. The Keeper is still valued as a party member later in the game, able to keep the group standing in the worst fights imaginable. Get acquainted with this valuable member of the team.
- **Four Keepers? It'll never work:** Building a balanced party is the difference between victory and defeat. While it is possible to succeed with gimmick groups, like four assassins, that depends heavily on player skill and a lot of luck. A balanced group that has at least one warrior, mage, and rogue, with the fourth character doubling up on one of those classes, is the best. Plus, you need at least one of each class to get past the various "class doors" you'll encounter during an operation.

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Videos

Class Combo Example

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Videos

Dead Hand Dungeon

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Videos
Dragons

Ferelden Frostback

Video is restricted

Vinsomer

Video is restricted

Northern Hunter

Video is restricted

Abyssal High Dragon

Video is restricted

Gamordan Stormrider

Video is restricted

The Greater Mistral

Video is restricted

Highland Ravager

Video is restricted

Katlenzahn

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The Hivernal

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The Sandy Howler

Video is restricted

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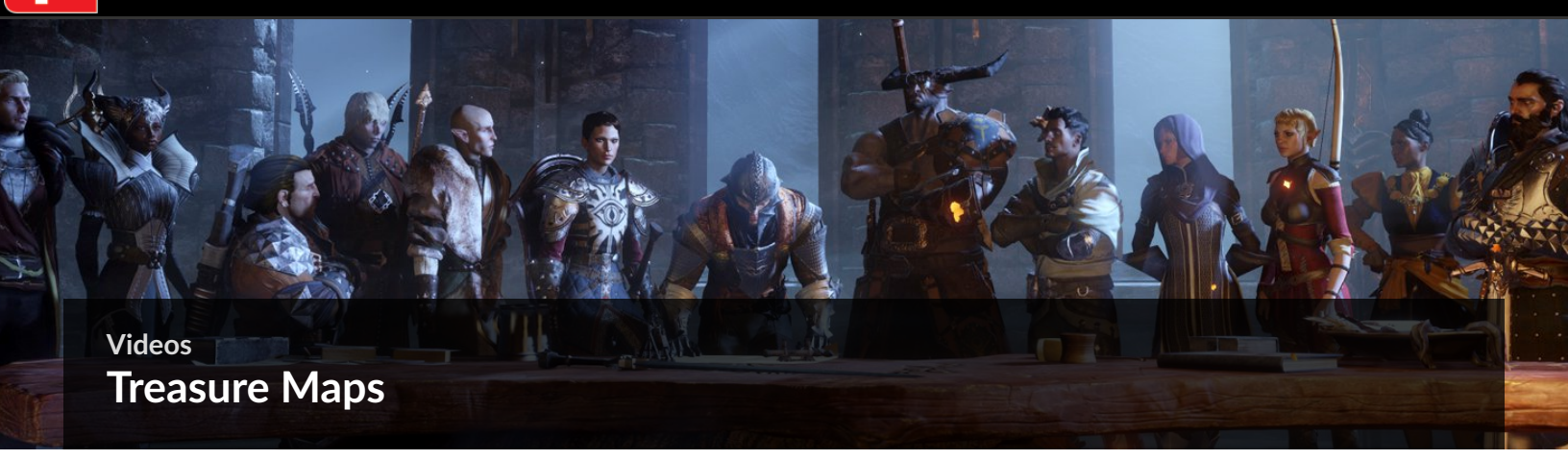

Videos

Treasure Maps

Map of a Farmland Cave

Video is restricted

Map of HalinSulahn

Video is restricted

Map of Watcher's Pass

Video is restricted

Map to a Waterfall

Video is restricted

Sketch of Enavuris River

Video is restricted

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Compendium

War Table Operations

Operations completed on the war table bring the Inquisition resources and rewards. Operations can only be conducted by the Inquisition's advisors, Josephine (Connections), Cullen (Forces), or Leliana (Secrets). Take time to read the details of each available operation and determine the best advisor for the job. Josephine is a diplomat and relies on connections and influence to complete her tasks. Leliana is a spy master and utilizes her network of agents to collect information. Cullen, a former templar, leads the Inquisition's army and relies on displays of force. The following tables list every operation available in the game, listing requirements and rewards for each. Use this information to determine the best advisor for each operation.

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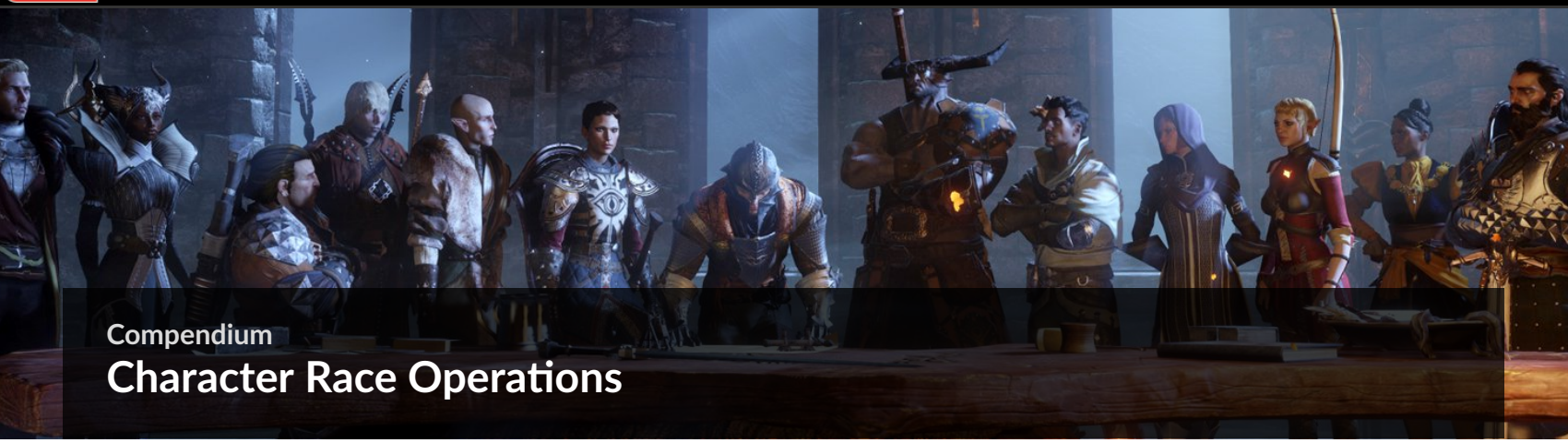

Compendium

Character Race Operations

Name	Requirements	Power Cost	Time Required (min)	Preferred Specialist	Forces Reward	Secrets Reward	Connections Reward	Level Unlocked	Details
Dwarf									
The Carta Gets Its Cut	Dwarf Inquisitor	0	15	Secrets	30 Influence	30 Influence	30 Influence	None	An old partner from your Carta clan warns you that your old Carta boss thinks you ran off with his lyrium.
Business with the Carta	Did not take Cullen's option in The Carta Gets Its Cut, have reached Skyhold	0	60	Secrets	1 Bladed Greatsword Grip	1 Bladed Greatsword Grip	1 Bladed Greatsword Grip	None	Your Carta buddy has heard the Inquisition is interested in finding out who's buying lyrium, and informs you of a deal going down on the Storm Coast.
The Dasher	Either Business with the Carta or Cullen's path in The Carta Gets Its Cut, and either Wicked Eyes and Wicked Hearts or Here Lies the Abyss complete.	0	240	None	1 Dwarven Longsword Grip	1 Dwarven Longsword Grip	N/A	None	Your Carta friend warns you that your old Carta boss is going to attack an Inquisition diplomatic meeting with Orzammar.
Elf									
Contact Clan Lavellan	Elf Inquisitor	0	15	Forces	30 Influence	10 Blood Lotus	10 Blood Lotus	None	Your Dalish clan contacts the Inquisition. They're concerned you might be a prisoner. Have Leliana or Josephine contact them, as Cullen's soldiers will scare the clan and start an incident that costs lives on both sides.

Protect Clan Lavellan	Contact Clan Lavellan completed successfully, player has been made Inquisitor.	0	15	Connections	None	None	None	None	The Dalish contact the Inquisition, worried about bandits who have been harassing the clan. Josephine's attempt to solve matters with diplomacy will backfire and get your clan killed, so choose either Cullen or Leliana to help protect your clan. This choice puts on you on one of two paths – Investigate Duke Antoine of Wycome with Leliana or Break Venatori Hold on Wycome with Cullen.
Investigate Duke Antoine of Wycome	Completed Protect Clan Lavellan with Leliana.	0	60	Connections	N/A	60 Influence	60 Influence	None	Leliana's agent, Jester, updates the Inquisition on Duke Antoine's plan to kill the Dalish. She warns against direct action and is not wrong. Following Leliana's suggestion of sending assassins after Duke Antoine will get your clan killed in retaliation. Work with Josephine to introduce one of her diplomats, Lady Guinevere Volant.
Stop Purge of Wycome's Elves	Completed Investigate Duke Antoine of Wycome with Josephine.	0	240	Secrets	60 Influence	25 Influence	N/A	None	Your clan's keeper contacts the Inquisition noting the dire situation for the elves both in Wycome and in your clan. Something must be done. In this case, however, stealth will win the day. Cullen's help will arrive too late, killing your clan, while using Leliana's spies will eliminate the evil Duke Antoine and his attempt to poison the city with red lyrium. It then opens Protect Clan Lavellan and Wycome.

Break Venatori Hold on Wycome	Completed Protect Clan Lavellan with Cullen.	0	240	Connections	N/A	60 Influence	60 Influence	None	Lady Guinevere Volant sends word to the Inquisition, and behind her pleasantries, it is clear that she wants urgent help. Trying to resolve the matter with diplomacy will lead to her death, and the death of your clan. Have Leliana send spies to eliminate the Venatori spies instead.
Restore Order in Wycome	Completed Break Venatori Hold on Wycome with Leliana.	0	480	Secrets	60 Influence	25 Influence	N/A	None	Lady Guinevere Volant sends word again, and her polite letter hides a message in which she warns the Inquisition away from using soldiers and asks you to let the Dalish elves help overthrow the corrupt Duke Antoine. She is quite correct, as using Cullen will get her and your clan killed. Have Leliana get the Dalish clan into the city and eliminate Duke Antoine. This opens Protect Clan Lavellan and Wycome.
Protect Clan Lavellan and Wycome	Completed either Restore Order in Wycome or Stop Purge of Wycome's Elves successfully. Also Here Lies the Abyss and Wicked Eyes and Wicked Hearts both complete.	0	1440	Connections	1 Royal Sixteen, 100 Influence	N/A	100 Influence	None	Your clan's keeper informs you that the Dalish are now respected in the city, but other cities in the Free Marches are sending forces to crush the new government. Josephine's attempt to resolve matters peacefully will only get your clan killed. Have Cullen send forces to fortify the city, and the Free Marches forces will back down, leaving your clan as part of Wycome's new ruling body.
Human									

Deal with Relatives of the Trevelyans	Human Inquisitor	0	10	None	30 Influence	30 Influence	30 Influence	None	Your noble relatives in Free Marches are boasting about being related to the “Herald of Andraste”. Some of the Trevelyans are getting out of hand - a few have threatened others in your name. Each advisor is equally suited to dealing with this problem, but the rest of this chain splits depending on which initial advisor you choose.
Mediate Between Ostwick Noble Families	Chose Josephine for Deal with Relatives of the Trevelyans. Completed In Your Heart Shall Burn, Inquisition rank 4 or greater.	0	30	Secrets	30 Influence	30 Influence	30 Influence	None	Your relatives want your diplomats to mediate a family feud that threatens to spiral out of control. Leliana will complete this mission the quickest, but Josephine or Cullen give more positive outcomes.
Deal with an Unexpected Gift	Completed Wicked Eyes and Wicked Hearts or Here Lies the Abyss. Completed Deal with Relatives of the Trevelyans and Mediate Between Ostwick Noble Families.	0	40	None	N/A	N/A	None	None	Ostwick’s nobility is presenting you a gift of land that appears too good to be true. Have Josephine investigate this generous offer to finish this operation chain.
Protect the Inquisition’s Reputation	Chose Leliana for Deal with Relatives of the Trevelyans. Completed In Your Heart Shall Burn, Inquisition rank 4 or greater.	0	20	Forces	30 Influence	30 Influence	30 Influence	None	Snubbed relatives are throwing around wicked rumors about the Inquisition. Cullen will deal with these veiled innuendos the quickest, but choosing Leliana or Josephine to deal with the problem gives a more positive outcome.
Stop Bann Dorner from Spying	Completed Wicked Eyes and Wicked Hearts or Here Lies the Abyss. Completed Deal with Relatives of the Trevelyans and Protect the Inquisition’s Reputation.	0	30	None	N/A	N/A	120 Influence	None	A distant relative, Bann Dorner, has been spying on your Inquisition. Have Leliana send him a message you’re not to be trifled with, which will finish this chain.

Stop Albrecht Harassing Messengers	Chose Cullen for Deal with Relatives of the Trevelyans. Completed In Your Heart Shall Burn, Inquisition rank 4 or greater.	0	20	Forces	30 Influence	30 Influence	30 Influence	None	One of your relatives, Lord Albrecht, has been harassing your messengers in the Free Marches. Having Cullen deal with him is both the quickest outcome, and the best one.
Beat Lord Albrecht in Grand Tourney	Completed Wicked Eyes and Wicked Hearts or Here Lies the Abyss. Completed Deal with Relatives of the Trevelyans and Stop Albrecht Harassing Messengers.	0	30	None	120 Influence	N/A	N/A	None	The Free Marches are holding a Grand Tourney, and Lord Albrecht demands the Inquisition attempt to beat his soldiers attending the festival. Have Cullen dispatch the Inquisition's best and brightest to answer the challenge and finish this chain.
Qunari									
A Job for the Valo-kas Mercenaries	Reached Skyhold.	0	60	Forces	1 Blightwasp Vitaar	1 Blightwasp Vitaar	1 Blightwasp Vitaar	None	Your old company needs a job. Maybe you can set them up with something.
The Missing Blades of the Valo-Kas	A Job for the Valo-kas Mercenaries, Wicked Eyes and Wicked Hearts or Here Lies the Abyss complete.	0	240	Connections	None	None	None	None	Some of the company went missing on a routine job. You can have the Inquisition try to find them.
Freeing the Valo-Kas Mercenaries	The Missing Blades of the Valo-kas complete.	0	480	Forces	1 Qunari Slasher Grip	N/A	N/A	None	The good news is, you found out where the missing mercenaries are. The bad news: They've been captured by dangerous fanatics.

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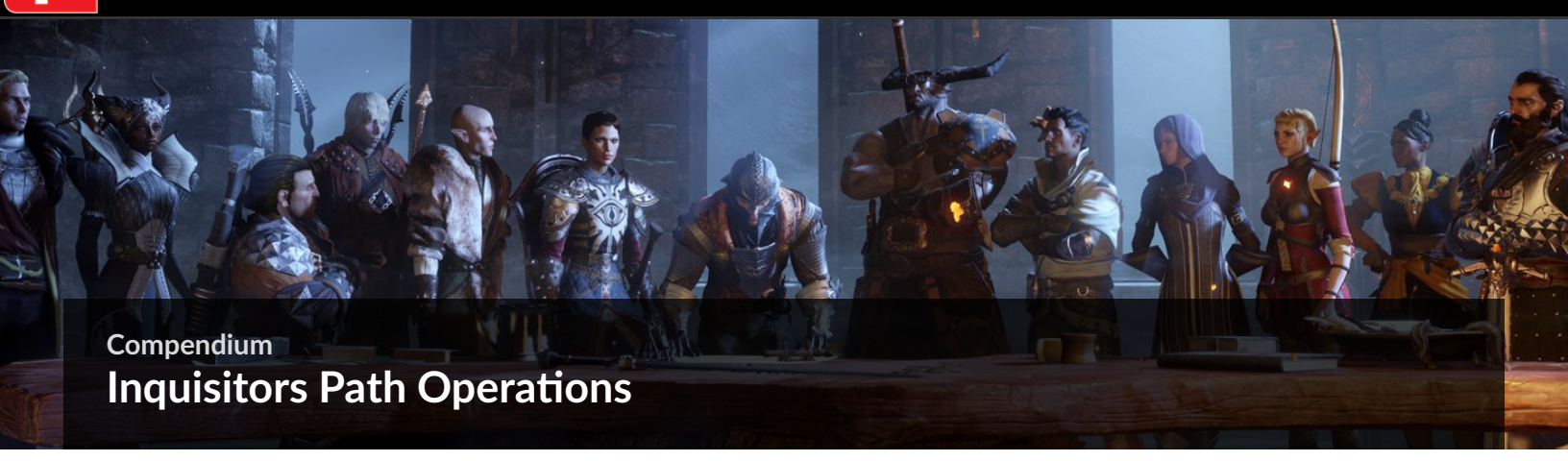

Compendium

Inquisitors Path Operations

Name	Requirements	Power Cost	Time Required (min)	Preferred Specialist	Forces Reward	Secrets Reward	Connections Reward	Level Unlocked	Details
Train	Player is a Rift Mage, Inquisition Rank 8 or higher	0	240	Secrets	1 Superior Enchanter Staff Blade	30 Influence	None	None	Your Trainer would like to send her research notes to the Mages' Collective. Both Leliana and Cullen would prefer her notes not leave Skyhold. Josephine approves of working with the Collective. Choose Cullen or Leliana, as you will never hear back from the Collective if you send them the research.
Mage Allies Operation Chain									
Reclaiming the Mage Rebellion	Complete In Hushed Whispers, allied with mages	0	15	None	1 Enhanced Amulet of Magic	1 Enhanced Amulet of Magic	1 Enhanced Amulet of Magic	None	Fiona gives the Inquisition the locations of a few hidden cells of rebel mages to bring them into the fold.
Reparations for Redcliffe	Reclaiming the Mage Rebellion completed, either Here Lies the Abyss or Wicked Eyes and Wicked Hearts done	0	60	Connections	None	N/A	None	None	Arl Teagan of Redcliffe would like the Inquisition to take responsibility for all the stuff the mage rebellion wrecked in his arling while they were staying there.
The Arl's Invitation	Reparations for Redcliffe	0	60	Connections	30 Influence	N/A	30 Influence	None	Okay, now that all that unpleasantness is over, Teagan issues the Inquisition an invitation to participate in a tournament on his lands for the chance to win a bannorn of your very own. Select a champion to act on your behalf.
Mage Prisoners Operation Chain									
Information from the Grand Enchanter	Completed In Hushed Whispers, took mages as prisoners.	0	15	Secrets	1 Amulet of Power	1 Amulet of Power	N/A	None	Some of the mages from Redcliffe attacked Inquisition guards during an escape attempt. You decide how to deal with them.
The Extremists	Information from the Grand Enchanter completed, either Here Lies the Abyss or Wicked Eyes and Wicked Hearts done.	0	60	Secrets	None	None	N/A	None	Leliana's agents locate a cell of rebel mages building explosives. Have Cullen wipe them out, or let Leliana bring them in alive for questioning.
Templars Operation Chain									
Negotiate with Hasmal's Templars	Available in Skyhold. Took templars as prisoners in Champions of the Just.	0	15	Forces	30 Influence	30 Influence	30 Influence	None	There are rumors of blood mages in the Wending Wood. The Inquisition can investigate. Completing this operation will open False Accusations and then Confront Mages in the Wending Wood.
The Order's Obligations	Available in Skyhold. Took templars as allies in Champions of the Just.	0	15	Connections	60 Influence	30 Influence	30 Influence	None	There are rumors of blood mages in the Wending Wood. The Inquisition can investigate. Completing this operation will open False Accusations and then Confront Mages in the Wending Wood.
Darkspawn Operation Chain									
Investigate Val Gamord	Available after Here Lies the Abyss, but only if you chose to exile the Grey Wardens.	0	15	Forces	1 Darkspawn Alpha Greataxe, 30 Influence	30 Influence	N/A	None	Use Cullen to send troops to engage the darkspawn directly.
Drive Darkspawn from Val Gamord	Complete Investigate Val Gamord.	0	60	Forces	None	N/A	1 Masterwork Etched Two-Handed Grip, 30 Influence	None	Use Josephine to bring in allies and attack the darkspawn with a larger force.
Search Mines in Gamordan Peaks	Complete Drive Darkspwn from Val Gamord.	0	240	Secrets	60 Influence	1 Battlemage Staff, 30 Influence	N/A	None	Use Leliana to send in scouts to search the mines without altering the darkspawn.
Grey Wardens Operation Chain									
Protect Val Gamord from Darkspawn	Available after Here Lies the Abyss, but only if you chose to ally with the Grey Wardens.	0	15	Forces	None	None	None	None	Choose Cullen to send the Wardens against the darkspawn.
Find Source of Darkspawn Attacks	Complete Protect Val Gamord from Darkspawn.	0	15	Secrets	30 Influence	30 Influence	30 Influence	None	Choose Leliana to have scouts track the corruption.
Pursue Marquise Bouffon	Complete Find Source of Darkspawn Attacks.	0	60	Secrets	30 Influence	30 Influence	30 Influence	None	Choose Leliana to find an alternate pass through the mountains.
Defeat Marquise Bouffon	Complete Purse Marquise Bouffon.	0	60	Connections	1 Song of the Marshes	1 Song of the Marshes	1 Song of the Marshes	None	Choose Josephine to have an allied noble bring in siege equipment.
Destroy Darkspawn Outbreak	Complete Defeat Marquise Bouffon.	0	1440	Forces	1 Master Demon-Slaying Rune	1 Master Demon-Slaying Rune	1 Master Demon-Slaying Rune	None	Choose Cullen to have the Wardens destroy the darkspawn for good.
Ser Barris Operation Chain									
Save Val Colline from the Venatori	Ser Barris must survive Champions of the Just.	0	60	Secrets	30 Influence	30 Influence	30 Influence	None	The city of Val Colline is being attacked by the Venatori. Ser Barris will take some templars to help counter their spells. You may choose any specialist, but Leliana will complete this operation fastest.
Have Ser Barris Lead Against Demons	Completed Save Val Colline from the Venatori.	0	90	Forces	30 Influence	30 Influence	30 Influence	None	Ser Barris has received a request for help from an old friend in Ansburg. Demons are crossing the veil and attacking people in the city. Dispatch Barris and templars to fight the demonic invasion. You may choose any specialist, but Cullen will complete this operation fastest.
Investigate Man Accused of Abomination	Completed Have Ser Barris Lead Against Demons.	0	120	Connections	30 Influence	30 Influence	30 Influence	None	A man in Jader has been accused of being an abomination. Send Ser Barris to investigate whether or not this is true. You may choose any specialist, but Josephine will complete this operation fastest. After it's complete, if there are no judgments waiting, the next time you click on the Inquisitor's throne you will get a scene where Ser Barris is promoted to Knight Commander of the templars.

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Compendium

General Operations

Name	Requirements	Power Cost	Time Required (min)	Preferred Specialist	Forces Reward	Secrets Reward	Connections Reward	Level Unlocked
A Battalion for Sera and Verchiel	Available after speaking to Sera in Skyhold, beginning her personal plot.	1	30	Forces	30 Influence	N/A	N/A	None
A Favor Returned	Available after Halamshiral, if Empress Celene survived and remains ruler of Orlais.	0	240	Connections	N/A	N/A	60 Influence	None
A Friend in Qarinus	Dorian Recruited	0	240	Connections	N/A	1 Apostate Staff Blade	1 Apostate Staff Blade	None
A Gift from the Imperial Palace	Available after Halamshiral if Empress Celene survived, remains ruler of Orlais, and is in a relationship with Briala	0	240	Connections	N/A	N/A	1 Amulet of Power	None
A Golden Opportunity	Claimed the Emprise du Lion and atleast 3 perks selected with the connections specialist	1	48	Connections	N/A	N/A	1 Anderfels Cleaver	None
A Memorial for Haven	Completed the setback, Inquisition Rank atleast 5	0	60	Forces	1 Edgy Dagger Grip	N/A	1 Edgy Dagger Grip	None
A Present for Bianca	Available after investing many perk points into the Secrets category.	0	60	Secrets	N/A	1 Aiming Module II	N/A	None
A Whisper from Behind the Throne	Completed halamshiral with siding with Briala	0	240	Secrets	N/A	1 Miniature Mask	N/A	None
Acquire the Arcanist	Available after setback	0	0	Secrets	None	None	None	None
All That Glitters	Claimed the Western Approach, alteast 3 points invested into Forces	1	48	None	1 Wide Greatsword	N/A	N/A	None
Amaranthine Charger	Complete operation to gain access to new mount.	0	1	None	None	None	None	None
An Invitation from the Emperor	Completed Halamshiral with siding with Gaspard	0	240	Forces	60 Influence	N/A	N/A	None
An Offer from the Blades of Hessarian	Convinced the bandits in the storm coast to ally with the inquisiton	0	15	Secrets	None	1 Engraved Pommel	None	None
Anderfel Courser	Complete operation to gain access to new mount.	0	1	None	None	None	None	None
Answer a Request from Hasmal	Completed the Redcliffe Castle mages plot	0	15	Forces	30 Influence	30 Influence	30 Influence	None
Avvar Mixed Draft	AMD Bonus Mount	0	0	None	None	None	None	None

Bestow Mourning Halla	Complete operation to gain access to new mount.	0	60	Secrets	10 Rashvine	10 Rashvine	10 Rashvine	None
Blue River Bane Dracolisk	Complete operation to gain access to new mount.	0	1	None	None	None	None	None
Break	Available to warrior Inquisitors with the Reaver specialization at Inquisition Rank of 8 or higher.	0	240	Connections	10 Halla Leather	10 Lazurite	10 Ring Velvet	None
Bring Samson to Skyhold for Judgment	Completed Temple of Mythal with Samson as Nemesis	0	20	Forces	None	None	None	None
Build Watchtowers	Available in the Hinterlands after scouting locations for watchtowers in the Farmland Secuiryt quest.	0	60	Forces	None	N/A	None	None
Capitalize on Alliance with Fairbanks	Completed Halamshiral, Fairbanks has moved to Argons Lodge, Presented evidence to Clara	0	240	Connections	None	60 Influence	None	None
Celebrate the Dragonslaying	Available after killing your first dragon.	0	30	Connections	1 Superb Amulet of Willpower	N/A	1 Superb Amulet of Willpower	None
Challenge Josephine's Fiancé to a Duel	Josephine romance plot, Challenge her Fiance to a duel	0	15	None	None	N/A	N/A	None
Contact Hero of Ferelden	Import a world state in which The Warden is female and survived	1	1440	Secrets	N/A	1 Enhanced Belt of Health	N/A	None
Continuing Her Predecessor's Work	Speak with the Tranquil researcher in Skyhold	0	60	Secrets	1 Corrupting Rune	1 Corrupting Rune	1 Corrupting Rune	None
Continuing Research	Speak with the Tranquil researcher in Skyhold	0	240	Connections	1 Master Corrupting Rune	1 Master Corrupting Rune	1 Master Corrupting Rune	None
Crestwood Resources	Available after Crestwood has been scouted.	0	15	Connections	6 Obsidian, 1 Fereldan Throne Accessory I (75.0%), 1 Fereldan Throne Accessory II (25.0%)	6 Embrium, 1 Fereldan Throne Accessory I (75.0%), 1 Fereldan Throne Accessory II (25.0%)	3 Obsidian, 3 Embrium, 1 Fereldan Throne Accessory I (75.0%), 1 Fereldan Throne Accessory II (25.0%)	None
Crossing the Sulphur Pits	Locate and mark the sulpher pits in the Western Approach.	5	0	None	None	N/A	None	None
Dagna: Mind Your Mentor	Dagna Unlocked	0	180	Forces	60 Influence	60 Influence	60 Influence	None
Dagna: Overdue Penalties	Dagna Unlocked	0	180	Forces	120 Influence	30 Influence	60 Influence	None
Deal with Lord Basile Maron	Claimed the Emprise du Lion	0	60	Forces	30 Influence	N/A	30 Influence	None
Delicate Negotiations	?	0	1440	Connections	N/A	N/A	1 Avenger, 60 Influence	None
Desert Lightning Dracolisk	Complete operation to gain access to new mount.	0	1	None	None	None	None	None
Destroying House of Repose's Contract	Unlocked as part of Josephines personal plot	1	20	None	N/A	60 Influence	N/A	None
Dorian's Request	Available after attack on Haven, assuming Dorian has been recruited and the Inquisition is rank 4 or higher.	0	60	Secrets	30 Influence	30 Influence	30 Influence	None
Draw Out the Red Templar Lieutenant	Fairbanks moved to Argons Lodge	0	60	Forces	None	None	N/A	None

Emerald Graves Resources	Available after Emerald Graves has been scouted. Operation can be repeated.	0	15	Connections	6 Pyrophite, 1 Andrastian Throne Accessory I (75.0%), 1 Andrastian Throne Accessory II (25.0%), 1 Orlesian Throne Accessory I (75.0%), 1 Orlesian Throne Accessory II (25.0%)	6 Embrium, 1 Andrastian Throne Accessory I (75.0%), 1 Andrastian Throne Accessory II (25.0%), 1 Orlesian Throne Accessory I (75.0%), 1 Orlesian Throne Accessory II (25.0%)	3 Pyrophite, 3 Embrium, 1 Andrastian Throne Accessory I (75.0%), 1 Andrastian Throne Accessory II (25.0%), 1 Orlesian Throne Accessory I (75.0%), 1 Orlesian Throne Accessory II (25.0%)	None
Emprise du Lion Resources	Available after Emprise du Lion has been scouted. Operation can be repeated.	0	15	Connections	6 Bloodstone, 1 Andrastian Throne Accessory I (75.0%), 1 Andrastian Throne Accessory II (25.0%), 1 Orlesian Throne Accessory I (75.0%), 1 Orlesian Throne Accessory II (25.0%)	6 Arbor Blessing, 1 Andrastian Throne Accessory I (75.0%), 1 Andrastian Throne Accessory II (25.0%), 1 Orlesian Throne Accessory I (75.0%), 1 Orlesian Throne Accessory II (25.0%), 1 Felandaris (10.0%)	3 Bloodstone, 3 Arbor Blessing, 1 Andrastian Throne Accessory I (75.0%), 1 Andrastian Throne Accessory II (25.0%), 1 Orlesian Throne Accessory I (75.0%), 1 Orlesian Throne Accessory II (25.0%)	None
End	Available to rogue Inquisitors with the Assassin specialization at Inquisition Rank of 8 or higher.	0	240	Forces	None	None	None	None
Endure	Available to warrior Inquisitors with the Templar specialization at Inquisition Rank of 8 or higher.	0	240	Forces	None	60 Influence	N/A	None
Escape Routes for Agents in Crestwood	Capture the keep in Crestwood and assign it to Secrets	0	30	None	N/A	None	N/A	None
Exalted Plains Resources	Available after Exalted Plains has been scouted. Operation can be repeated.	0	15	Connections	6 Veridium, 1 Andrastian Throne Accessory I (75.0%), 1 Andrastian Throne Accessory II (25.0%), 1 Orlesian Throne Accessory I (75.0%), 1 Orlesian Throne Accessory II (25.0%)	6 Rashvine, 1 Andrastian Throne Accessory I (75.0%), 1 Andrastian Throne Accessory II (25.0%), 1 Orlesian Throne Accessory I (75.0%), 1 Orlesian Throne Accessory II (25.0%)	3 Veridium, 3 Rashvine, 1 Andrastian Throne Accessory I (75.0%), 1 Andrastian Throne Accessory II (25.0%), 1 Orlesian Throne Accessory I (75.0%), 1 Orlesian Throne Accessory II (25.0%)	None
Expose the Double Agent	?	0	20	None	N/A	30 Influence	N/A	None
Eyes of the Maker	Setback Complete, Upgraded the Chantry in Skyhold	0	240	Forces	1 Gold Bracelet	1 Gold Bracelet	1 Gold Bracelet	None
Fallow Mire Resources	Available after scouting the Fallow Mire. Operation can be repeated.	0	15	Connections	3 Summer Stone, 1 Chasind Throne Accessory I (75.0%), 1 Chasind Throne Accessory II (25.0%), 3 Blue Vitriol	6 Blood Lotus, 1 Chasind Throne Accessory I (75.0%), 1 Chasind Throne Accessory II (25.0%), 1 Dawn Lotus (10.0%)	3 Summer Stone, 3 Blood Lotus, 1 Chasind Throne Accessory I (75.0%), 1 Chasind Throne Accessory II (25.0%)	None
Find Crestwood's Mayor	Available after completing Still Waters in Crestwood.	0	20	Forces	None	None	None	None
Find Source of Darkspawn Attacks	?	0	15	Forces	30 Influence	30 Influence	30 Influence	None
Find a Sponsor for the Du Paraquettes	Josephine Personal Plot	1	20	None	60 Influence	60 Influence	60 Influence	None
Find the Old Montilyet Family Crest	Josephine Gift/Romance Plot	0	20	None	N/A	None	N/A	None

Find the Source of Darkspawn	Discovered the Slave Pits	5	0	None	None	N/A	N/A	None
Find the Warden	Available after speaking to Hawke in Skyhold, during From the Ashes.	8	0	None	N/A	None	N/A	Crestwood
Finding Samson's Weakness	Unlocked Dagna, Part of Samsons nemesis plot	0	30	Connections	N/A	N/A	30 Influence	None
Flames of the Inquisition Charger	Preorder Bonus	0	0	None	1 Inquisition Barded Charger	1 Inquisition Barded Charger	1 Inquisition Barded Charger	None
Free Marches Ranger	Complete operation to gain access to new mount.	0	1	None	None	None	None	None
Gain Access to Ghilan'nain's Grove	Claim Ghilan'nain's Landmark in Emerald Graves	5	0	None	None	N/A	N/A	None
Gain Orzammar's Friendship	Have a Keep import where Harrowmont is king, Available post setback	0	60	Connections	N/A	N/A	60 Influence	None
Gather Cloth	Available after scouting Emprise du Lion. Operation can be repeated.	0	15	Forces	6 Velveteen	6 Plush Fustian Velvet	4 Velveteen, 2 Ring Velvet	None
Gather Herbs	Available after scouting Crestwood. Operation can be repeated.	0	15	Forces	6 Spindleweed	6 Royal Elfroot	4 Spindleweed, 2 Royal Elfroot	None
Gather Information on Lord Otranto	Josephine Romance Plot	0	15	None	N/A	None	N/A	None
Gather Leather	Available after scouting Emprise du Lion. Operation can be repeated.	0	15	Forces	3 Nugskin, 3 Canine Leather	6 Great Bear Hide	6 August Ram Leather	None
Gather Metals	Available after scouting Western Approach. Operation can be repeated.	0	15	Forces	6 Paragon's Luster	6 Everite	4 Paragon's Luster, 2 Everite	None
Getting a Judge's Favor	Josephine Personal Plot	1	20	None	N/A	N/A	None	None
Grand Cleric Iona	?	0	60	Forces	1 Amulet of Power	30 Influence	30 Influence	None
Harvest of History	Completed the Apothecary upgrade for Skyhold	0	180	Connections	None	None	None	None
Help Ponchard de Lieux	Dorian Romance/Gift Plot	0	60	Connections	N/A	30 Influence	30 Influence	None
Hinterland Resources	Available after scouting the Hinterlands. Operation can be repeated.	0	15	Connections	6 Onyx, 1 Enchanter's Seat Accessory I (75.0%), 1 Enchanter's Seat Accessory II (25.0%)	6 Elfroot, 1 Enchanter's Seat Accessory I (75.0%), 1 Enchanter's Seat Accessory II (25.0%)	3 Onyx, 3 Elfroot, 1 Enchanter's Seat Accessory I (75.0%), 1 Enchanter's Seat Accessory II (25.0%)	None
Hire Former Slaves as Paid Workers	Helped free the slaves	0	10	None	30 Influence	N/A	N/A	None
Hissing Wastes Resources	Unlocked the hissing wastes	0	15	Connections	6 Lazurite, 1 Qunari Bench Accessory I (75.0%), 1 Qunari Bench Accessory II (25.0%)	3 Vandal Aria, 1 Qunari Bench Accessory I (75.0%), 1 Qunari Bench Accessory II (25.0%), 3 Deathroot	3 Lazurite, 3 Vandal Aria, 1 Qunari Bench Accessory I (75.0%), 1 Qunari Bench Accessory II (25.0%)	None
House Amladaris	Available after setback	0	480	Connections	1 Master Spirit Rune	1 Master Spirit Rune	1 Master Spirit Rune	None
Imperial Warmblood	Complete operation to gain access to new mount.	0	1	None	None	None	None	None
Improved Stability	Closed 1/4th of all fade rifts	0	60	Connections	60 Influence	N/A	60 Influence	None

Improving Morale	Claimed the western approach and have atleast 3 perks in forces	0	60	Forces	60 Influence	60 Influence	60 Influence	None
Inspire	Available to warrior Inquisitors with the Champion specialization at Inquisition Rank of 8 or higher.	0	240	Secrets	60 Influence	None	60 Influence	None
Investigate Ancient Laboratory	Found the Tevinter Laboratory in Western Approach	0	240	Secrets	N/A	1 Magister Ice Staff	1 Magister Ice Staff	None
Investigate Elven Ruins	Completed Halamshiral and Found the elven tomb landmark in Emerald Graves	5	0	Forces	None	N/A	N/A	None
Investigate Sahrnia Quarry	Samson nemesis plot	1	15	None	None	N/A	N/A	None
Investigate the Elven Glyphs	Located all the Elven Glyphs in Exhalted Plains	5	0	None	N/A	N/A	None	Lost Temple of Dirthamen
Investigate the Exalted Plains	Completed Halamshiral	8	0	None	None	N/A	N/A	Exalted Plains
Investigate the Shards	Unlocked the Oasis	4	0	None	N/A	N/A	None	Forbidden Oasis
Investigate the Shrine of Dumat	Speak with Leliana about the Shrine	1	30	Secrets	N/A	None	N/A	None
Investigate the Western Approach	Available after speaking to Hawke's Warden ally.	8	0	None	None	N/A	N/A	The Western Approach
Judgment: Denam's Red Templar Patrols	?	0	120	None	30 Influence	None	None	None
Judgment: Duchess in a Box Tour 9:41	?	0	240	Forces	60 Influence	120 Influence	120 Influence	None
Judgment: Help the People of Sahrnia	?	0	120	Connections	30 Influence	30 Influence	30 Influence	None
Judgment: How Could You	?	0	120	Connections	60 Influence	60 Influence	60 Influence	None
Judgment: Movran's Arrived!	?	0	120	Forces	60 Influence	60 Influence	60 Influence	None
Judgment: Playing to Win	?	0	240	Forces	30 Influence	60 Influence	120 Influence	None
Judgment: Recover Sold Artifacts	?	0	120	Secrets	1 Belt of Focus	1 Belt of Focus	1 Belt of Focus	None
Judgment: The Death of Good Ser Ruth	?	0	240	Connections	60 Influence	60 Influence	60 Influence	None
Judgment: The Good Works of Ser Ruth	?	0	240	Connections	60 Influence	60 Influence	60 Influence	None
Judgment: The Magic Used in Redcliffe	?	0	120	None	N/A	1 Enhanced Cooldown Amulet	N/A	None
Judgments: Abernache over Under	?	0	120	Secrets	60 Influence	60 Influence	60 Influence	None
Justice Overflowing	Fill the Jail in skyhold	0	60	Connections	60 Influence	60 Influence	60 Influence	None
Learn More about Dragons	Complete Setback, Kill atleast 3 High Dragons	0	60	Forces	None	None	None	None
Liberate Emprise du Lion	Unlock Emprise du Lion	20	0	None	N/A	N/A	None	Emprise du Lion

Light-Torn Steed	Complete operation to gain access to new mount.	0	0	None	None	None	None	None
Locate Weapon of Tyrdda Bright-Axe	Locate all the Landmarks in all Wildernesses	0	1440	Forces	1 Tyrdda's Staff	1 Tyrdda's Staff	1 Tyrdda's Staff	None
Locate the Missing Seekers	Cassandra Personal Plot, Completed Seekerfortress	1	60	Secrets	N/A	30 Influence	30 Influence	None
Make	Available to rogue Inquisitors with the Artificer specialization at Inquisition Rank of 8 or higher.	0	240	Connections	1 Masterwork Jagged Longbow Grip, 1 Masterwork Firm Dagger Grip	1 Masterwork Jagged Longbow Grip, 1 Masterwork Firm Dagger Grip	None	None
Make Contact in the Emerald Graves	Unlocked the Emerald Graves	8	0	None	N/A	None	N/A	The Emerald Graves
Manage Stolen Freemen Property	Fairbanks moved to Argons Lodge, Presented evidence to brigand leader	0	30	Connections	30 Influence	30 Influence	30 Influence	None
Measure Veil Strength	Recruited Solas	0	1440	Forces	120 Influence	N/A	120 Influence	None
Negotiate a Deal for Weapon Plans	Unlocked the quartermaster in skyhold	0	480	Secrets	N/A	1 Anderfels Cleaver	1 Masterwork Sentinel Shield	None
Nobility and Casualty	Completed Seeker Fortress	0	60	Connections	1 Amulet of Power, 30 Influence	1 Amulet of Power, 30 Influence	1 Amulet of Power, 30 Influence	None
Not So Bonny Sims	Unlock Skyhold	0	180	Secrets	None	None	None	None
Obtain Amulet for Cole	Acquire an amulet for Cole as part of his personal plot.	1	60	Secrets	N/A	None	None	None
Opening the Roads	Unlock Skyhold	0	340	Forces	10 Royale Sea Silk, 10 Stormheart, 10 Wyvern Scales, 10 Arbor Blessing	10 Royale Sea Silk, 10 Stormheart, 10 Wyvern Scales, 10 Arbor Blessing	10 Royale Sea Silk, 10 Stormheart, 10 Wyvern Scales, 10 Arbor Blessing	None
Plant Crystal in Venatori Headquarters	Place a memory crystal in Venatori Headquarters as part of Calpernia nemesis quest, Under Her Skin.	1	30	Secrets	N/A	None	N/A	None
Power for a Price	Completed Setback, Inquisition level 6 or higher	1	90	Forces	30 Influence	30 Influence	30 Influence	None
Primal-Trained Longma	Prima Bonus Mount	0	0	None	None	None	None	None
Rainier's Release: An Alternative	Blackwall Personal Plot	1	5	Secrets	N/A	None	N/A	None
Red Templars on the Storm Coast	Unlocked Stormcoast, Varrics personal Plot complete	4	15	Secrets	None	None	N/A	None
Repair Pont Agur	Claimed the Pont Agur Landmark	5	0	None	None	N/A	N/A	None
Reports of Darkspawn Activity	Setback complete, Bandits cleared out of Stormcoast	0	15	Forces	None	None	N/A	None
Rescue Soldiers Missing in Ferelden	Complete to scout the Fallow Mire.	8	0	None	None	None	None	The Fallow Mire
Rescue the Spy	Skyhold Complete	0	20	Secrets	30 Influence	60 Influence	30 Influence	None
Research the Well of Sorrows	Completed the tempal of Mythal	0	30	None	30 Influence	30 Influence	30 Influence	None
Restore Judicael's Crossing	Claimed the Judicael's Crossing landmark in emprise du lion	10	0	None	None	N/A	N/A	None
Restore the Port on the Storm Coast	Claimed the port landmark in the storm coast	0	15	Connections	30 Influence	N/A	30 Influence	None

Revenge of the Merchants Guild	Varric personal plot	0	240	Connections	N/A	N/A	None	None
Revere	Available to mage Inquisitors with the Necromancer specialization at Inquisition Rank of 8 or higher.	0	240	Secrets	30 Influence	1 Magister Staff Blade	N/A	None
Rumors of Maleficarum	Completed Setback	0	15	Forces	1 Corrupting Rune	1 Corrupting Rune	N/A	None
Rumors of the Sulevin Blade	Elf Inquisitor	10	0	None	N/A	None	N/A	Cradle of Sulevin
Say Farewell to Lady Ducette	Leliana personal plot	0	30	Connections	N/A	None	None	None
Scout the Hinterlands	Complete to scout the Hinterlands.	1	0	None	N/A	None	N/A	The Hinterlands
Scout the Storm Coast	Complete to scout the Storm Coast.	4	0	None	N/A	None	N/A	Storm Coast
Secure More Lyrium for the Templars	Setback Complete	0	60	None	N/A	30 Influence	N/A	None
Secure a Route through the Frostbacks	Killed the Avvar chief in the Fallow Mire	0	15	None	30 Influence	30 Influence	None	None
Shadows over Denerim	DA keep import state where anora is Queen or with the warden, setback complete, redcliffe castle complete	0	240	Secrets	1 Fereldan Medallion of Service, 60 Influence	1 Fereldan Medallion of Service, 60 Influence	N/A	None
Sharp-Tail Dracolisk	Complete operation to gain access to new mount.	0	1	None	None	None	None	None
Smash	Available to rogue Inquisitors with the Tempest specialization at Inquisition Rank of 8 or higher.	0	240	Forces	10 Masterwork Pyrophite	10 Masterwork Pyrophite	10 Masterwork Pyrophite	None
Speak with Minister Bellise at Party	Josephine Personal Plot	1	20	None	N/A	N/A	None	None
Specializations for the Inquisitor	Available at Skyhold, open to mage Inquisitors.	0	0	Connections	N/A	N/A	None	None
Specializations for the Inquisitor	Available at Skyhold, open to warrior Inquisitors.	0	0	Forces	None	N/A	N/A	None
Specializations for the Inquisitor	Available at Skyhold, open to rogue Inquisitors.	0	0	Secrets	N/A	None	N/A	None
Stop Venatori Activity in the West	Complete to scout the Hissing Wastes.	20	0	None	N/A	None	N/A	The Hissing Wastes
Stop the Rumors	Minstrel unlocked in skyhold	0	60	Forces	None	30 Influence	30 Influence	None
Stop the Smuggling of Regular Lyrium	?	0	30	Forces	30 Influence	None	None	None
Support Cassandra	Support Cassandra to be Divine	0	0	Connections	N/A	N/A	60 Influence	None
Support Leliana	Support Leliana to be Divine	0	0	Connections	N/A	N/A	60 Influence	None
Support Vivienne	Support Vivenne to be Divine	0	0	Connections	N/A	N/A	60 Influence	None
Support from Nevarra	3/4ths of all Fade rifts closed	0	240	Connections	1 Nevarran Toy Soldier	1 Nevarran Toy Soldier	1 Nevarran Toy Soldier	None
The “Bog Unicorn”	Preorder Bonus	0	0	None	1 Bog Unicorn	1 Bog Unicorn	1 Bog Unicorn	None
The Arcanist and the Fade	Dagna Unlocked	0	240	Secrets	1 Bianca Aiming II (Enhanced)	1 Bianca Aiming II (Enhanced)	1 Bianca Aiming II (Enhanced)	None

The Archives of Montfort	Setback Complete, Chantry upgrade to Skyhold	0	240	Connections	1 Masterwork Balanced Pommel	1 Masterwork Balanced Pommel	1 Masterwork Balanced Pommel	None
The Arl of Redcliffe	Seeker fortress complete, setback complete	0	120	Forces	10 Obsidian	N/A	N/A	None
The Big One?	Setback complete	0	120	Forces	None	None	None	None
The Chantry Remains	?	0	60	Connections	30 Influence	30 Influence	30 Influence	None
The College of Magi	Inquisition Rank 7, Halamshiral or Adamant complete	0	480	Forces	1 Enhanced Lifeward Amulet, 30 Influence	1 Enhanced Lifeward Amulet, 30 Influence	1 Enhanced Lifeward Amulet, 30 Influence	None
The Cult of Andraste	Available at Haven.	0	15	Secrets	1 Lifeward Amulet	1 Lifeward Amulet	N/A	None
The Hunter Shade Dracolisk	Complete operation to gain access to new mount.	0	360	Connections	1 Hunter Shade Dracolisk	1 Hunter Shade Dracolisk	1 Hunter Shade Dracolisk	None
The Name of Our Enemy	Unlocked after skyhold	0	480	Secrets	1 Wave Blade	1 Wave Blade	1 Wave Blade	None
The Red Hart	Delux Bonus	0	0	None	1 Red Hart	1 Red Hart	1 Red Hart	None
The Secrets of Andraste	Unlocked at Haven	0	60	Connections	N/A	None	None	None
The Serpent of Nevarra	Inquistion Rank 5, Setback Complete, At least 3 secrets perks	0	240	Secrets	1 Magister Ice Staff	1 Magister Ice Staff	1 Magister Ice Staff, 20 Influence	None
The Tevinter Resistance	inquisition Rank 6 or higher, Dorian in party	0	240	Forces	1 Enhanced Chain Lightning Ring	1 Enhanced Chain Lightning Ring	1 Enhanced Chain Lightning Ring	None
The Teyrn of Highever	Unlocked hinterlands	0	15	Forces	1 Fereldan Captain Longsword	1 Fereldan Captain Longsword	1 Fereldan Captain Longsword	None
The University of Orlais	Adamant or halamshiral complete	0	60	Connections	1 Orlesian Army Warrior Armor	1 Orlesian Army Warrior Armor	1 Orlesian Army Warrior Armor	None
Thom Rainier's Fate	Available after speaking to Cullen in Val Royeaux during Blackwall's Revelations inner circle quest.	1	0	None	None	None	None	None
Tithe of the Faithful	Chantry upgraded in skyhold	0	60	None	None	None	None	None
To Serve Any Master	Crestwood unlocked, secrets have 3 or more perks	0	48	Connections	N/A	N/A	None	None
Track Down Samson	Samson nemesis plot, spoken with cullen about maddox	1	15	None	None	N/A	N/A	None
Translate the Dragon Text	Western Approach Laboratory dungon complete	5	0	None	N/A	N/A	None	None
Trust	Available to mage Inquisitors with the Knight-Enchanter specialization at Inquisition Rank of 8 or higher.	0	240	Forces	30 Influence	1 Enchanted Staff Grip, 20 Influence	30 Influence	None
Upon the Waking Sea	?	0	240	Forces	1 Figurine of Armored Andraste	1 Figurine of Armored Andraste	1 Figurine of Armored Andraste	None
Watcher in the Wings	?	0	480	Secrets	1 Crow Dual-Blade	1 Crow Dual-Blade	N/A	None
Western Approach Resources	Available after scouting the the Western Approach. Operation can be repeated.	0	15	Connections	6 Paragon's Luster	6 Deep Mushroom	3 Paragon's Luster, 3 Deep Mushroom	None

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Compendium

Inner Circle Operations

Name	Requirements	Power Cost	Time Required (min)	Preferred Specialist	Forces Reward	Secrets Reward	Connections Reward	Level Unlocked	Details
Blackwall									
Utilize the Grey Warden Treaties	This operation appears once Blackwall is recruited.	0	30	Connections	N/A	N/A	5 Iron	None	Blackwall has in his possession Grey Warden treaties, which the Inquisition might be able to use to obtain the resources it needs to improve itself. Josephine can be put in charge of invoking the treaties in as diplomatic a way as possible.
Conscript for the Inquisition	Blackwall was recruited, Haven was destroyed	0	60	Connections	1 Round Pommel	1 Round Pommel	1 Round Pommel	None	The appearance of an ancient darkspawn magister makes the Grey Warden treaties more relevant to the Inquisition. What you choose to obtain with the treaties is up to you. Cullen will use them to bolster Inquisition forces, Josephine uses them to ask for donations from noble allies, and Leliana will use them to gain information for the Inquisition.
The Consequences of Blackwall's Lie	Saw Blackwall on the gallows in Val Royeaux, used the Grey Warden treaties before	0	60	None	None	N/A	None	None	Blackwall's revelation has made some of your allies upset, as the "conscription" done by the Inquisition was based on a lie. Josephine believes reparations should be made—this will get the Inquisition nothing but may appease your allies. Cullen prefers a more practical approach; based on your actions at Adamant, the Wardens are

									now your allies, or banished from Southern Thedas and their assets seized by the Inquisition. Either way, the commander believes this entitles you to use the treaties with impunity. Allowing him to handle it will give the Inquisition more gold.
Cole									
Locate Rhys and Evangeline	Available after talking to Cole about Rhys and Evangeline at Skyhold.	0	60	Secrets	30 Influence	30 Influence	30 Influence	None	Cole's friends Rhys and Evangeline were not present at the Conclave. Complete this operation to rescue them.
Deploy Rhys and Evangeline	Complete Locate Rhys and Evangeline.	0	60	Forces	30 Influence	3 Spirit Essence	None	None	Once the rescue is complete, you can then deploy Rhys and Evangeline as Inquisition agents as you see fit. Cole will approve of your actions, and there is no wrong way to complete this short chain of operations.
Cullen									
Aid those Impacted by the Civil War	Wicked Eyes and Wicked Hearts complete, some points in the Forces perk tree	0	60	Forces	60 Influence	60 Influence	60 Influence	None	The Imperial Army is prepared to aid the Inquisition but must first deal with demons within their own borders. Cullen suggests sending your own soldiers to fight demons. Josephine suggests petitioning the Chantry to provide shelter for civilians, while Leliana's agents can divert travelers from dangerous areas. Choose Cullen as direct cooperation with the Imperial soldiers will encourage them to work with you again.
An Offer from the Imperial Army	Completed Aid those Impacted by the Civil War with Cullen.	0	15	Forces	30 Influence	N/A	N/A	None	Chevalier Ducet remembers the Inquisition's soldiers helping with the demons. He offers to assist your soldiers as they fight Red Templars in Val Foret. Only Cullen is available for this operation.
									Sister Paulette and a group of injured Inquisition soldiers are holding off Avvar in the Frostback Mountains. Word can be sent to soldiers near their

Diverting Soldiers in the Frostbacks	Keep in Crestwood claimed, many points in the Forces perk tree	0	60	Forces	60 Influence	N/A	1 Maker's Bride Cameo	None	location, however said soldiers are in pursuit of Red Templars with civilian captives. Cullen will opt to pursue the red templars and captives. The captives will be freed but Sister Pauline and the soldiers are lost. Pursuit through the Mountains becomes available. Josephine will opt for helping Sister Pauline and the injured soldiers. The sister and soldiers are saved, but the red templars' trail is lost. Thanks from a Chantry Sister becomes available.
Pursuit Through the Mountains	Complete Diverting Soldiers in the Frostbacks with Cullen.	0	240	Secrets	1 Masterwork Inscribed One-Handed Haft, 120 Influence	1 Masterwork Inscribed One-Handed Haft, 120 Influence	N/A	None	Inquisition soldiers were able to uncover information on Red Templar movements. Cullen or Leliana can set up an attack. Either way, the attack is a success.
Thanks From a Chantry Sister	Complete Diverting Soldiers in the Frostbacks with Josephine.	0	240	Secrets	60 Influence	None	60 Influence	None	Sister Pauline offers to assist the Inquisition as thanks for rescuing her from the Avvar. You may choose to accept the offer or release her from obligations. All choices result in some sort of reward.
The Iron Bull									
Choose Successor in Lydes	Recruited the Iron Bull, and Bull remains a member of the Qunari in good standing.	0	60	Connections	30 Influence	10 Spindleweed	None	None	In these operations, you have the chance to manipulate events in order to determine who becomes the next Duke of Lydes. There is no way to fail these operations. Simply eliminate one candidate in each operation. The victor will provide a token of their gratitude.
Choose Successor in Lydes: Caralina	Complete Choose Successor in Lydes	0	240	Secrets	N/A	1 Ancestral Shield of Lydes	60 Influence	None	Provides Ancestral Shield of Lydes if made Duchess.
Choose Successor in Lydes: Monette	Complete Choose Successor in Lydes	0	240	Forces	1 Ancestral Blade of Lydes	N/A	60 Influence	None	Provides Ancestral Blade of Lydes if made Duchess.
Choose Successor in Lydes: Jean-Gaspard de Lydes	Complete Choose Successor in Lydes	0	240	Secrets	1 Ancestral Blade of Lydes	1 Ancestral Shield of Lydes	N/A	None	Provides Influence if made Duke.
The Iron Bull: Hunter Fell Operation Chain									
Investigate Hunter Fell	Recruited the Iron Bull, player has been made Inquisitor, and Bull remains a member of the Qunari in good standing.	0	15	Secrets	None	None	None	None	You learn about possible Venatori agents in the Nevarran city of Hunter Fell.
Continue Investigation	Complete Investigate Hunter Fell	0	15	Secrets	60 Influence	60 Influence	60 Influence	None	Gain more clues about the secret Venatori agent.

Identify Venatori Agent	Complete Continue Investigation	0	1440	Secrets	60 Influence	1 Elfsnake Vitaar, 100 Influence	60 Influence	None	Follow Leliana's advice. She is, after all, your spymaster.
The Iron Bull: Venatori Fire Ship Operation Chain									
Failed Assassination Attempt Inquiry	Completed Demands of the Qun and gained an alliance with the Qunari. Here Lies the Abyss or Wicked Eyes and Wicked Hearts complete.	0	15	Connections	1 Firm Pommel	1 Firm Pommel	1 Firm Pommel	None	The best option here is to use Josephine. Any other choice will cause diplomatic incidents that will slow your team down.
Follow Venatori Assassins	Complete Failed Assasination Attempt Inquiry.	0	60	Secrets	1 Magister Fire Staff, 60 Influence	1 Magister Fire Staff, 60 Influence	1 Magister Fire Staff, 60 Influence	None	Follow Leliana's advice and send the Ben-Hassrath through the Brecilian forest. Note that if you have made two wrong choices, you may not even unlock the final operation in the chain.
Stop Venatori Fire Ship	Complete Follow Venatori Assassins	0	480	Forces	1 Templar Commander Armor, 60 Influence	1 Templar Commander Armor, 60 Influence	1 Templar Commander Armor, 60 Influence	None	Follow Cullen's advice and use the Qunari fleet to stop the fire ship. Assuming you have chosen correctly, they will take down the Venatori before they can set fire to the city of Denerim.
The Iron Bull: Venatori Spymaster Operation Chain									
Find Spies in Skyhold	Completed Stop Venatori Fire Ship (successfully or not)	0	15	Forces	60 Influence	60 Influence	N/A	None	If you do not want to risk losing operatives, follow Cullen's advice and have the spy tried and executed. This ends the operation chain. If you want to take the risk, work with Leliana to track the spy to start a series of operations.
Track Spies in Val Royeaux	Complete Find Spies in Skyhold	0	60	Forces	1 Heavy Orlesian Army Armor	1 Heavy Orlesian Army Armor	N/A	None	Val Royeaux is noisy and crowded, and Tallis says that it's the perfect time to move agents in. Go with Cullen to increase your strength here.
Track Spies in Val Chevin	Complete Track Spies in Val Royeaux	0	60	Secrets	1 Reinforced Bow	1 Reinforced Bow	N/A	None	Val Chevin is more quiet, so go with Leliana to avoid attracting too much attention.
Track Spies in Nevarra	Complete Track Spies in Val Chevin	0	240	Secrets	1 Amulet of Power	1 Amulet of Power	N/A	None	If you haven't gotten enough Ben-Hassrath agents so far, Tallis will warn you that you don't have enough agents. Nevertheless, Nevarra isn't safe for large numbers, and if you go with Cullen, you risk blowing your cover and ending the operation chain. Go with Leliana to keep moving quietly.

Track Spies in Vyrantium	Complete Track Spies in Nevarra	0	480	Connections	1 Masterwork Archon Staff	1 Masterwork Archon Staff	1 Masterwork Archon Staff	None	Tallis will warn you about problems here, letting you know if you don't have enough Ben-Hassrath strength, or if the Venatori are on high alert because of your activities already. The safest thing to do in this operation is have Josephine lower the Venatori alertness level rather than moving any agents in.
Destroy Venatori Spy Network	Complete Track Spies in Vyrantium	0	1440	Secrets	120 Influence	120 Influence	120 Influence	None	Tallis will give you her final recommendation here, telling you whether it's best to send in more agents or lower Venatori alertness. If she says that you have the numbers necessary to carry out your attack, then choose Josephine to avoid any risk of tipping off the Venatori. Otherwise, use Cullen or Leliana to send in agents. Good luck! If you succeed, you will have dealt a crippling blow to the Venatori spy network.
The Bull's Chargers Operation Group									
Investigate Redcliffe Castle	Available after Champions of the Just.	0	240	Connections	N/A	60 Influence	60 Influence	None	Choose Josephine to unlock the bonus operation, Deal with Venatori Ally.
Deal with Venatori Ally	Complete Investigate Redcliffe Castle with Josephine.	0	480	Forces	None	30 Influence	30 Influence	None	N/A
Investigate Therinfal Redoubt	Available after In Hushed Whispers.	0	240	Secrets	30 Influence	3 Red Lyrium, 20 Influence	N/A	None	Choose Leliana to unlock the bonus operation, Hunt Therinfal Redoubt Demon.
Hunt Therinfal Redoubt Demon	Complete Investigate Therinfal Redoubt with Leliana.	0	480	Connections	N/A	3 Intense Spirit Essence, 30 Influence	3 Intense Spirit Essence, 30 Influence	None	N/A
Scout Haven Ruins	Available after From the Ashes.	0	240	Connections	30 Influence	N/A	60 Influence	None	Choose Josephine to unlock the bonus operation, Locate Heretic Sister.
Locate Heretic Sister	Complete Scout Haven Ruins with Josephine.	0	480	Connections	N/A	30 Influence	30 Influence	None	N/A
Destroy Adamant Fortress	Available after Here Lies the Abyss.	0	240	Forces	60 Influence	N/A	60 Influence	None	Choose Cullen to unlock the bonus operation, Claim Grey Warden Cache.
Claim Grey Warden Cache	Complete Destroy Adamant Fortress with Cullen.	0	480	Forces	1 Grey Warden Shield	1 Grey Warden Shield	N/A	None	N/A
Meet Orlesian Mercenaries	Available after Wicked Eyes and Wicked Hearts.	0	240	Connections	N/A	None	None	None	Choose Josephine to unlock the bonus operation, Press Orlesian Nobles.
Press Orlesian Nobles	Complete Meet Orlesian Mercenaries with Josephine	0	480	Connections	N/A	None	None	None	N/A

Inflate Inquisition Numbers	Available after What Pride Had Wrought.	0	240	Secrets	120 Influence	120 Influence	N/A	None	Choose Leliana to unlock the bonus operation, Follow Venatori Map.
Follow Venatori Map	Complete Inflate Inquisition Numbers with Leliana.	0	480	Forces	1 Sentinel Staff	1 Sentinel Staff	N/A	None	N/A
Josephine									
Strike a Bargain with Merchant Princes	Completed In Your Heart Shall Burn.	0	30	None	N/A	N/A	30 Influence	None	The merchant-princes of Antiva claim they wish to aid the Inquisition with their access to trade routes and high-quality goods. Josephine has dealt with Antivan nobility all her life, so have her inspect this bargain for any pitfalls.
Stop War Between Nevarra and Tevinter	Completed Strike a Bargain with Merchant Princes.	0	40	None	N/A	N/A	120 Influence	None	Tevinter and Nevarra are fighting over a contested piece of land along their border. Josephine is afraid it will escalate into full-scale war. Have her send diplomats to assist the Inquisition soldiers trying to make both sides see reason.
Sera									
Red Jenny: Inquisition Needs Beeees!	Sera recruited	0	29	Forces	1 Jar of Bees Grenade Recipe	1 Jar of Bees Grenade Recipe	1 Jar of Bees Grenade Recipe	None	Completing operation may also result in approval from Sera.
Red Jenny says "Drop and Grab"	Speak with Sera at Haven after her recruitment. If not completed, this operation will disappear once you reach Skyhold.	0	60	Connections	None	None	30 Influence	None	Completing operation may also result in approval from Sera.
Red Jenny Attends a Party	Complete the quest The Verchiel March	0	120	Connections	None	None	None	None	Completing operation may also result in approval from Sera.
Red Jenny and the Bad Goods	Complete Red Jenny Attends a Party. Capture one of Caer Bronach, Griffon Wing Keep, or Suledin Keep.	0	120	Connections	1 Amulet of Power	1 Amulet of Power	1 Amulet of Power	None	Completing operation may also result in approval from Sera.
A Trouble of Red Jennies	Complete Red Jenny and the Bad Goods. Speak with Sera several times at her hub, asking available questions.	0	60	Secrets	N/A	None	None	None	Completing operation may also result in approval from Sera.
Red Jenny and the Imposters	Complete A Trouble of Red Jennies with Josephine.	0	120	Secrets	None	None	None	None	Completing operation may also result in approval from Sera.
Red Jenny and the Trail (Nevarra)	Complete Red Jenny and the Imposters.	0	240	Forces	None	None	None	None	Completing operation may also result in approval from Sera.
Red Jenny and the Tantervale Charade	Complete A Trouble of Red Jennies with Leliana.	0	120	Forces	None	None	None	None	Completing operation may also result in approval from Sera.
Red Jenny and the Trail (Tantervale)	Complete Red Jenny and the Tantervale Charade.	0	240	Forces	1 Noble Dueling Sword	1 Noble Dueling Sword	1 Noble Dueling Sword	None	Completing operation may also result in approval from Sera.

Red Jennies In/On the Hunt	Complete Red Jenny and the Trail	0	240	Connections	N/A	None	None	None	Completing operation may also result in approval from Sera.
Varric									
Hard in Hightown 3: Varric's Revenge	Available early on, in Haven.	0	15	Secrets	N/A	1 Amulet of Power	1 Amulet of Power	None	Yet another unauthorized sequel to Hard in Hightown has been published. Varric wants help tracking down the author.
Hard in Hightown: The Search for the Hack Writer	Hard in Hightown 3: Varric's Revenge complete, reached Skyhold.	0	60	Secrets	None	None	None	None	Varric's got a lead! The courier who delivered the manuscript to the printer is a Kirkwall magistrate. He needs someone to contact him.
Hard in Hightown: Unsavory Parallels	Hard in Hightown: The Search for the Hack Writer	0	60	Secrets	N/A	1 Amulet of Power	1 Amulet of Power	None	Does anybody else think it's weird that Varric wrote a book about a murdered Kirkwall magistrate, and a Kirkwall magistrate got murdered over it? That's super weird, right? The Inquisition really ought to look into that.
Hard in Hightown: Trouble in Skyhold	Hard in Hightown: Unsavory Parallels, either Wicked Eyes and Wicked Hearts, or Here Lies the Abyss.	0	240	Forces	None	None	N/A	None	So, pursuing the murder investigation got you a really weird threatening letter. You still want to find out what's going on, right? Either dig into the Kirkwall Guard's investigation, or let Leliana's code-breakers read Hard in Hightown 3: The Re-Punchening on company time to look for coded messages.
Hard in Hightown: Revenge of the Merchant Guild	Took Leliana's path in Hard in Hightown: Trouble in Skyhold	0	240	Connections	N/A	N/A	None	None	Today in Skyhold: Leliana's reading Varric's mail. Also, he wants a copy of a Merchant Guild cypher to crack the code in the book.
Hard in Hightown: A Dagger in the Back	Took Cullen's path in Hard in Hightown: Trouble in Skyhold	0	480	Forces	None	None	N/A	None	Guard-Captain Aveline really wants that dagger from the murder scene back. It may be a lead. Either have Cullen return it, or let Leliana see if she can track down where it came from.
Hard in Hightown: A Worthy Dwarf	Hard in Hightown: Revenge of the Merchant Guild	0	480	Secrets	N/A	1 Ornate Bianca Grip	1 Ornate Bianca Grip	None	The author/murderer has been identified. How do you want to deal with him?
Hard in Hightown: No Dwarf Less Worthy	Hard in Hightown: A Dagger in the Back	0	480	Forces	1 Firm Bianca Grip	1 Firm Bianca Grip	N/A	None	The author/murderer has been identified. How do you want to deal with him?
Vivienne									

Truth or Dare: The Imperial Court	Vivienne recruited, Wicked Eyes and Wicked Hearts not yet completed	0	15	Connections	30 Influence	30 Influence	30 Influence	None	Vivienne lets the Inquisition know that a rumor is going around that Divine Justinia V is still alive and being held prisoner while the Inquisition orchestrated all this chaos. You should nip that in the bud.
Truth or Dare: Lake Celestine	Truth or Dare: The Imperial Court, either In Hushed Whispers or Champions of the Just complete.	0	60	Connections	N/A	30 Influence	30 Influence	None	It seems the source of the rumors is in the Lake Celestine region. There are two nobles in that area who seem suspicious, a comte and a marquise. Pick one to pursue.
Truth or Dare: See and Be Seen	Took Josephine's path in Truth or Dare: Lake Celestine	0	240	Connections	N/A	N/A	None	None	The comte feigns innocence. You might have to do a little more work to discredit his rumors.
Truth or Dare: A Dangerous Game	Took Leliana's path in Truth or Dare: Lake Celestine	0	240	Secrets	N/A	30 Influence	N/A	None	The marquise is handing out busts of Justinia V filled with red lyrium. That needs to stop.
Truth or Dare: The Endgame	Either Truth or Dare: See and Be Seen or Truth or Dare: A Dangerous Game, and Wicked Eyes and Wicked Hearts also complete.	0	360	Connections	N/A	1 Amulet of Power	1 Amulet of Power	None	The Grand Duchess apparently visited someone in Lake Celestine not that long ago. The Inquisition should pay him a visit.

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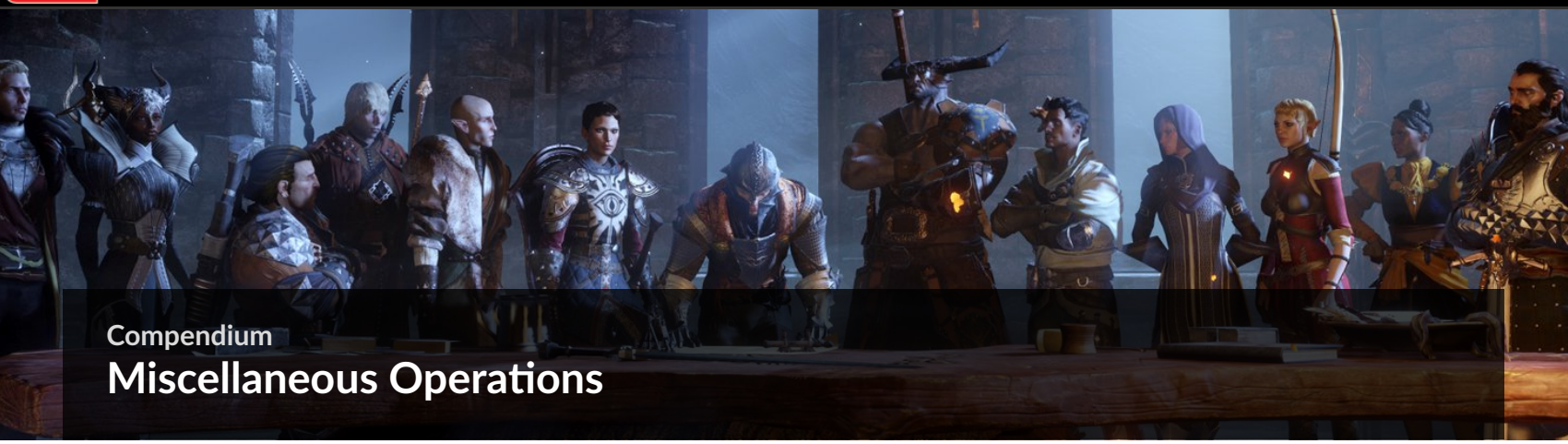

Compendium

Miscellaneous Operations

Name	Requirements	Power Cost	Time Required (min)	Preferred Specialist	Forces Reward	Secrets Reward	Connections Reward	Level Unlocked	Details
Address a Nobleman's Concerns	Hinterlands open. This operation is only available if you have not completed In Your Heart Shall Burn.	0	20	None	60 Influence	None	None	None	A paranoid nobleman wants the Inquisition to deal with refugees on his lands. Josephine wants to refuse the man's request, which gains you nothing. Have Leliana help the nobleman, or Cullen help the refugees, for a small reward instead.
Wedding Alliances Operation Chain									
Alliances: Observing the Deadlock	Available in Skyhold. Inquisition Rank is 4 or greater	0	120	Secrets	None	None	None	None	Noble houses are aligning in an attempt to match the Inquisition. You can toy with them.
Alliances: Getting Things Moving	Alliances: Observing the Deadlock complete. Completed Wicked Eyes and Wicked Hearts or Here Lies the Abyss.	0	180	Forces	30 Influence	N/A	30 Influence	None	Orlesian nobles are rallying behind two families: the traditional, old-money desRosiers and the progressive, new-money Thibaults. The Inquisition can back one of the families to create an alliance. Choose Cullen to back the desRosiers. This unlocks Alliances: The Old Guard Forward. Choose Josephine to back the Thibaults. This unlocks Alliances: Forging a Way Forward.
Alliances: The Old Guard Forward	Complete Alliances: Getting Things Moving with Cullen	0	120	Forces	30 Influence	30 Influence	30 Influence	None	Lord desRosier requests additional support as he makes allegiances in the capital. A matchmaker starts looking to use her own influence.

Alliances: Falling into Place	Complete Alliances: The Old Guard Forward. Depending on where you are in the game, you may need to adventure for a while before this is available.	0	180	Connections	60 Influence	N/A	60 Influence	None	The Thibault family could be rivals to the desRosiers. The daughter of Lady Thibault wishes to marry into the Leandre family. Neutralizing this alliance could allow for a more profitable pairing. Cullen suggests a direct approach. The Inquisition can demand the Leandres' exclusion from court. This unlocks "Alliances: With Impassioned Pleas." Josephine suggests marginalizing the Leandre name, believing that the appeal of the Leandre/Thibault match will dry up. This unlocks "Alliances: From the Heart"
Alliances: With Impassioned Pleas	Complete Alliances: Falling Into Place with Cullen. Completed Wicked Eyes and Wicked Hearts and Here Lies the Abyss.	0	240	Forces	1 Ornamented Brooch	1 Ornamented Brooch	1 Ornamented Brooch	None	The Leandre family staged blockades at desRosier holdings and called on the Thibaults to stand with them. The protest was driven by the Leandre son who claims that he and the Thibault daughter intended to marry for love, not status. The matchmaker points out that a match between Lord desRosier and the Thibault daughter would be more advantageous. Cullen does not want to waste soldiers on this conflict. The families can sort it out themselves. It is implied that the Leandre son and Thibault daughter die. The matchmaker and Lord desRosier may be found in Val Royeaux. Cullen does not want to waste soldiers on this conflict. The families can sort it out themselves. It is implied that the Leandre son and Thibault daughter die. The matchmaker and Lord desRosier may be found in Val Royeaux. Josephine suggests putting full support behind the desRosiers. The marriage between Lord desRosier and the Thibault daughter is arranged. The marriage itself can be witnessed in Val Royeaux. The Inquisitor can speak at the wedding. Leliana suggests that the daughter – and her lover – should be disappear from the conflict. Plans for a marriage between Lord desRosier and the Thibault daughter move forward, however the daughter elopes with her lover. The matchmaker and Lord desRosier can be found in Val Royeaux without a bride.

Alliances: Forging a Way Forward	Complete Alliances: Getting Things Moving with Josephine	0	120	Secrets	30 Influence	30 Influence	30 Influence	None	Lady Tibault requests additional support as he makes allegiances in the capital. A matchmaker starts looking to use her own influence.
Alliances: Reaching Ever Upward	Complete Alliances: Forging a Way Forward. Depending on where you are in the game, you may need to adventure for a while before this is available.	0	180	Secrets	N/A	1 Amulet of Power	1 Amulet of Power	None	The desRosier family could be rivals to the Thibaults. The best way to deal with them would be to create a social alliance but the Thibault daughter is engaged elsewhere. Josephine supports leaving the Thibaults to deal with the desRosiers. This unlocks “Alliances: From the Heart.” Leliana suggests attacking Lord desRosier’s good name. This unlocks “Alliances: With Angered Eyes”
Alliances: From the Heart	Complete Alliances: Falling into Place with Josephine or Alliances: Reaching Ever Upward with Josephine. Completed Wicked Eyes and Wicked Hearts and Here Lies the Abyss.	0	240	Secrets	1 Ornamented Brooch	1 Ornamented Brooch	1 Ornamented Brooch	None	The matchmaker is prepared to make an alliance between Lord desRosier and the Thibault daughter, though it is implied that the Thibault daughter is truly in love with the Leandre son. However since the daughter is making sacrifices to ensure the Inquisition’s desired alliance, Leandre will honor that decision and pledge himself to the Inquisition instead. Cullen suggests a way to help the Leandre son and Thibault daughter elope. The matchmaker and Lord desRosier can be found in Val Royeaux without a bride. Josephine suggests an official marriage between the Leandre son and Thibault daughter. You can locate the bride, groom and matchmaker in Val Royeaux. The Inquisitor can speak at their wedding. Leliana can ensure that the desRosier/Thibault wedding occurs. The marriage itself can be witnessed in Val Royeaux. The Inquisitor can speak at the wedding.
									Lord desRosier has directly challenged the holdings of the Thibaults. The matchmaker

Alliances: With Angered Eyes	Complete Alliances: Reaching Ever Upward with Leliana. Completed Wicked Eyes and Wicked Hearts and Here Lies the Abyss.	0	240	Connections	1 Ornamented Brooch	1 Ornamented Brooch	1 Ornamented Brooch	None	suggests uniting the desRosiers and Thibaults through marriage, however the Thibault daughter is still engaged to the Leandre son. Cullen advises directly thwarting Lord desRosier's. The Thibault daughter and Leandre son are able to marry. You can locate the bride, groom and matchmaker in Val Royeaux. The Inquisitor can speak at their wedding. Josephine agrees with the matchmaker's plan. The marriage between Lord desRosier and the Thibault daughter is arranged. The marriage itself can be witnessed in Val Royeaux. The Inquisitor can speak at the wedding. Leliana suggests withdrawing from the conflict and leaving the nobles to their own devices. It is implied that the Leandre son and Thibault daughter die. The matchmaker and Lord desRosier may be found in Val Royeaux.
Western Approach Operation Chain									
Secure a Source of Water for Outpost	Claim Griffon Wing fortress in the Western Approach	0	30	Forces	60 Influence	60 Influence	60 Influence	None	Inquisition agents at Griffon Wing fortress once need to secure more sources of water to maintain the keep. Each of the advisors has suggestions on how to locate fresh water. Choose as you wish.
Deal with the Angry Varghests	Secure a Source of Water for Outpost completed.	0	60	Forces	60 Influence	60 Influence	N/A	None	Your men have found a source of water, but in the process have angered a colony of varghests. The varghests are attacking caravans, making it hard for supplies to get through the desert. Cullen thinks you should just kill the varghests. Leliana thinks you should relocate the varghest colony as the destruction of their habitat is the Inquisition's fault.
Kirkwall Operation Group									
An Ally from Starkhaven	If a world state where Sebastian was recruited was imported, if Redcliffe or Therinfal Redoubt is complete	0	240	Connections	N/A	N/A	None	None	The new Inquisition receives a missive from Sebastian Vael of Starkhaven. He wishes to extend a hand in friendship to the Inquisition. Leave it to Josephine to cement to alliance.

Aiding Kirkwall	If the Inquisition accepted Sebastian Vael's friendship, Inquisitor deal with the Grey Wardens at Adamant, Inquisitor returned from the ball at Halamshiral, a world state where Anders was executed was imported.	0	60	Secrets	60 Influence	30 Influence	30 Influence	None	Sebastian Vael wants to help rebuild the city of Kirkwall, which still suffers from the actions of the apostate named Anders. He wants the Inquisition to send soldiers and workers to help in the aid effort. Leliana think it is a waste of time and Inquisition resources should be spent on defeating Corypheus. Josephine will appeal to noble allies to help Kirkwall and Cullen will send troops to try to remove the red lyrium in the Gallows.
Annexing Kirkwall	If the Inquisition accepted Sebastian Vael's friendship, Inquisitor deal with the Grey Wardens at Adamant, Inquisitor returned from the ball at Halamshiral, a world state where Anders lives was imported.	0	60	Connections	None	None	None	None	Sebastian Vael wishes to annex Kirkwall in order to locate the apostate Anders, who is still at large. He entreats the Inquisition for help in this matter. Josephine believes staying out of it is best for the Inquisition, and it will avoid offending your allies. She is correct in this case. This will earn the Inquisition a better reward. However, if your Inquisition agrees on a moral grounds with either Cullen or Leliana, side with them instead.
Michel de Chevin Operation Group									
Assigning Michel de Chevin	Helped Michel in Emprise du Lion and gained him as an agent.	0	60	Connections	1 Enchanter Staff	1 Enchanter Staff	1 Enchanter Staff	None	Michel de Chevin, ex-chevalier, is now part of the Inquisition. As Inquisitor, you decide where his expertise is most valuable. Cullen wants him as an officer, Josephine wishes to loan him out as an advisor to one of your noble allies and Leliana wants him working with Solas and the Inquisition scholars on the eluvians, as Michel has encountered them in the past.
Reconciliation for Celene and Michel	Completed Assigning Michel de Chevin, completed Wicked Eyes and Wicked Hearts with Celene retaining the throne of Orlais	0	240	Forces	None	None	N/A	None	The Inquisition has received a visit from one of Empress Celene's attendants. She wishes a reconciliation with Michel, who was once her champion. Michel does not know about this yet. Cullen believes Michel deserves to be told. However, Leliana is more suspicious of the visitor and wonders whether Celene genuinely wants to reconcile, or is simply looking for a spy in the Inquisition. Choose as you wish.

Restoring Michel de Chevin's Honor	Completed Assigning Michel de Chevin, completed Wicked Eyes and Wicked Hearts with Gaspard on the throne of Orlais	0	240	Forces	60 Influence	60 Influence	60 Influence	None	The Inquisition has received a letter from the new Emperor of Orlais. Gaspard has heard that Michel de Chevin is now with the Inquisition and wishes to allow Michel, previously disgraced, to return to court. Leliana suspects Gaspard's intentions, however. Picking any of the advisors will gain some influence for the Inquisition.
Executors Operation Chain									
Investigate the Strange Chalk Markings	Many perks in Secrets.	0	60	Secrets	N/A	30 Influence	30 Influence	None	Inquisition agents have noticed a strange symbol, drawn in chalk in and around established Inquisition outposts. Someone is making them for some reason. You might want to discover what it is. One of your assassins, Argent, thinks she once saw a similar marking on a ledger belonging to a comtess. Send Josephine to follow-up on this lead. Or you could take Leliana's suggestion to set up a decoy outpost and watch it carefully. Either will allow the Inquisition to learn something about the symbol.
Unmask "Those Across the Sea"	Completed Investigate the Strange Chalk Markings.	0	240	Forces	None	1 Master Demon-Slaying Rune	N/A	None	Your agents have learned that the symbols are the work of "those across the sea." Leliana wishes to find out more about them, and their intentions. However, Cullen disagrees that you should be spending Inquisition resources on this task. Accept Leliana's suggestion to pursue "those across the sea" and earn a reward.
Serault Operation Chain									
Investigate Serault	Hinterlands area opened.	0	60	Connections	N/A	None	None	None	Serault is a strange and remote town in the farthest reaches of Orlais, and the last place Justinia V visited before the ill-fated Divine Conclave. Leliana wonders if this might have something to do with the attack on the Conclave. Send Josephine to speak to the rulers of Serault, or Leliana to make contact with the people to see what they know. Your choice will determine what happens next.

Search for the Lost in Serault	Haven destroyed, Josephine's emissary sent to make contact in Investigate Serault.	0	60	Forces	3 Prophet's Laurel, 1 Serault Glass	3 Prophet's Laurel, 1 Serault Glass	N/A	None	The emissary Josephine sent to Serault remaind by the marquis' side, but both have now gone missing on a hunt. Send Cullen's soldiers to locate the lost, or Leliana's spies, who may be quieter. Sending spies will allow you to save the Marquis and gain something special from Serault.
Quell Unrest in Serault	Haven destroyed, Leliana's spies sent to make contact in Investigate Serault.	0	60	Forces	3 Serault Glass	N/A	3 Serault Glass	None	Leliana's spies have discovered that Justinia's visit to Serault had nothing to do with Corypheus or the Conclave. However, they've learned about a revolt brewing amongst the people, caused by fear about the state of the world. The marquis attempts to get the people to settle down, but may require help to do so. Cullen advises sending Inquisition soldiers to help the people feel more secure, while Josephine suggests sending an Inquisition representative to help allay the people's fears. Sending soldiers may cost the Inquisition more, but helps the people feel safe, and will earn the Inquisition a special prize from Serault.
Crows Operation Chain									
Investigate Lord Enzo of Antiva	Complete either Wicked Eyes and Wicked Hearts or Here Lies the Abyss	0	60	Secrets	N/A	1 Masterwork Imbued Staff Grip	1 Masterwork Imbued Staff Grip	None	The Venatori are smuggling red lyrium into Antiva. Leliana or Josephine can help you investigate Lord Enzo, a possible venatori contact.
An Offer from the Crows	Complete Investigate Lord Enzo of Antiva	0	15	Secrets	None	1 Masterwork Mabari Grip	1 Masterwork Mabari Grip	None	Inquisitions track Lord Enzo after he flees Antiva. They encounter the Crows who have been hired to assassinate Enzo for unrelated reasons. The Crows offer to assist since you are working towards a common goal. Leliana and Josephine will both work with the Crows. Do not choose Cullen, as working alone will not yield a reward.
A Missing Assassin	Completed An Offer from the Crows. Zevran was recruited in Dragon Age: Origins, is still alive and was not romancing the Warden.	0	15	Secrets	None	1 Wooden Crow Figurine	N/A	None	Zevran writes to the Inquisition. He notices that the Crows have been in contact with you and offers his assistance instead. Leliana will choose working with Zevran while Cullen will opt for the Crows.

Word from the Crows	Chose Cullen in A Missing Assassin or did not have the requirements for A Missing Assassin because Zevran is not alive or is off with the Hero of Ferelden.	0	60	Secrets	1 Split Pommel	1 Split Pommel	None	None	The Crows have located Lord Enzo. Cullen and Leliana both offer to assist the Crows in the attack. Josephine will suggest leaving the job to the Crows so that the Inquisition is not directly involved in the assassination of an Antivan noble. However, if you don't help directly, you don't get to share in the rewards.
A Lead from the Crows	Completed Word from the Crows.	0	240	Secrets	N/A	1 Glass Fox, 60 Influence	None	None	The Crows offer to investigate further venatori connections in Antiva. Choose Leliana as she is willing to work with the Crows.
Word from Zevran Arainai	Chose Leliana in A Missing Assassin.	0	60	Secrets	1 Split Pommel, 60 Influence	1 Split Pommel, 60 Influence	None	None	Zevran has tracked down Lord Enzo. Just like A Word from the Crows, having Cullen or Leliana offer direct aid will result in rewards, while turning a blind eye will not.
Evading the Crows	Completed Word from Zevran Arainai.	0	240	Secrets	1 Raven Totem	1 Raven Totem	1 Raven Totem	None	Zevran asks for assistance evading the Crows. All three advisors are able to help.
Kal-Sharok Operation Chain									
Dwarven Slaves in Venatori Hands	Wicked Eyes and Wicked Hearts or Here Lies the Abyss, Inquisition Rank 4	0	60	Secrets	None	None	None	None	Cullen has a report that the Venatori are keeping dwarven slaves. The Inquisition can send in a force to free them.
An Offer of Help, on Their Terms	Dwarven slaves in the hands of Venatori, Inquisition Rank 6	0	240	Secrets	1 Aiming Module III	1 Aiming Module III	1 Aiming Module III	None	The dwarves of Kal-Sharok are offering the Inquisition a tunnel that will allow you to sneak up on a large camp of Venatori. Take Leliana's advice and follow their instructions to the letter.
The Crew Operation Chain									
New to the Crew: A Young Hopeful	Speak to Sutherland in the Skyhold.	0	60	Secrets	None	None	N/A	None	Sutherland offers to assist with some bandits but lacks equipment. Choose Cullen as he is willing to outfit Sutherland and have him help. Leliana will send her own people, ending the operation chain.
A Patrol for the Crew	Complete New to the Crew: A Young Hopeful with Cullen. Speak to Sutherland at Skyhold and tell him to keep training. Telling Sutherland to return the gear will end the operation chain.	0	120	Forces	None	N/A	N/A	None	Since he proved helpful before, Cullen suggests expanding Sutherland's duties.
Outfitting the Crew	Complete A Patrol for the Crew. Speak to Sutherland at Skyhold.	0	30	None	30 Influence	30 Influence	30 Influence	None	The Inquisition quartermaster would like to outfit Sutherland's company so that they better represent the Inquisition.

A Test of Mettle and the Crew	Complete Outfitting the Crew. Speak to Sutherland and his crew at Skyhold.	0	180	Connections	None	30 Influence	None	None	Lord Presmond-Als writes of darkspawn attacks. He requests to act under the Inquisition's banner and speaks of forging a partnership. Cullen will suggest sending your own soldiers, while Josephine considers the alliance. Both options end this operation chain. Choose Leliana as she will send Sutherland's crew to deal with the problem.
A Crew of Ambassadors	Complete A Test of Mettle and the Crew with Leliana. Speak to Sutherland and his crew at Skyhold.	0	240	Connections	1 Notched Longbow Grip	1 Notched Longbow Grip	1 Notched Longbow Grip	None	After the crew encountered some dwarves, the Mining Caste of Orzammar has specifically requested aid from Suthererland's company.
A Crew of Adventurers	Storm Coast open. Complete A Crew of Ambassadors. Speak to Sutherland and his crew at Skyhold.	0	240	Secrets	1 Firm Two-Handed Haft	1 Firm Two-Handed Haft	1 Firm Two-Handed Haft	None	Sutherland's company makes a request for further expeditions.
Sutherland and Company Missing	Complete A Crew of Adventurers. Go to speak to Sutherland, but find a worried squire in their place.	0	480	Forces	30 Influence	30 Influence	30 Influence	None	Narrow down the location where Sutherland's company went missing. The after action report for this operation will direct you to the Storm Coast. You can go there to rescue Sutherland and his crew. If you go to Storm Coast and return to Skyhold without rescuing them, then Sutherland and some of his crew will die. You can encounter another member of the crew giving the bad news. The crew is done.
A Company of Heroes	Complete Sutherland and Company Missing and successfully rescue the team on the Storm Coast.	0	180	Connections	1 Heavy Shield	1 Heavy Shield	1 Heavy Shield	None	Sutherland's Company keep up the hard work. When this operation is complete, make sure to go speak with the Company at Skyhold.

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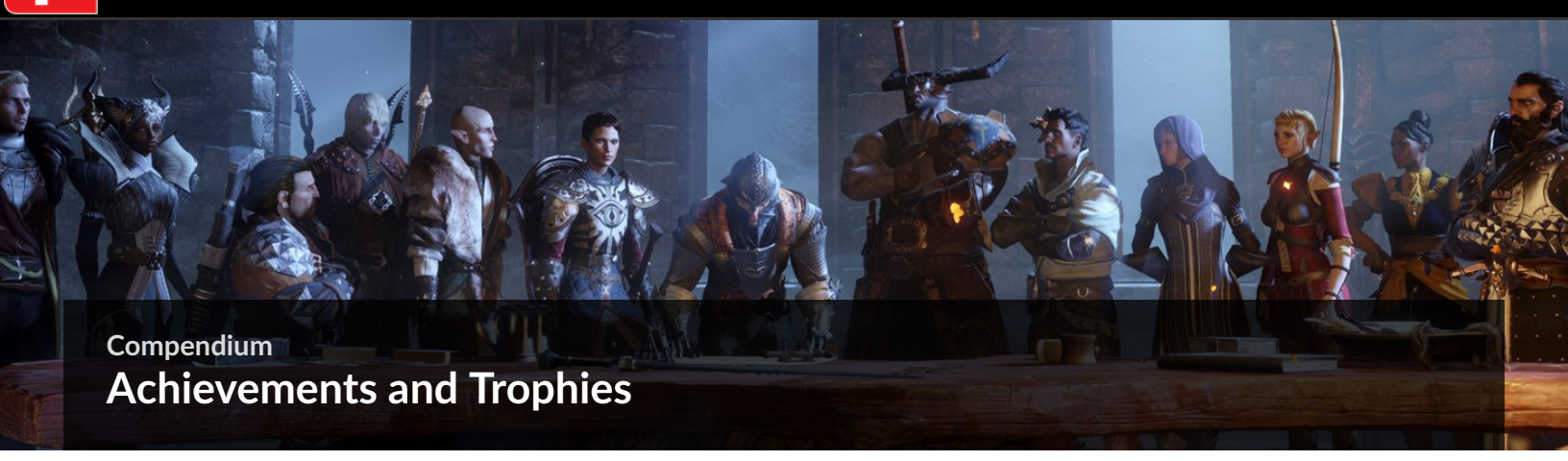

Compendium

Achievements and Trophies

Achievements and Trophies

Icon	Name	Description	Gamerscore	Trophy
	The Wrath of Heaven	Finish the prologue.	20	Bronze (15)
	Opposition in All Things	Close the Breach.	20	Bronze (15)
	In Your Heart Shall Burn	Survive an attack on the Inquisition.	20	Bronze (15)
	Wicked Eyes and Wicked Hearts	Make an impression on the Orlesian Court.	20	Bronze (15)
	Here Lies the Abyss	Face your fears in the Fade.	20	Bronze (15)
	What Pride Had Wrought	Reach an ancient ruin before your enemies.	20	Bronze (15)
	On Burning Wings	Recruit a powerful ally to even the score.	20	Bronze (15)
	Doom Upon All the World	End the threat once and for all.	20	Bronze (15)
	The Brightest of Their Age	Recruit all possible companions in a single playthrough.	20	Bronze (15)
	Beloved and Precious	Commit to a romantic relationship	20	Bronze (15)
	They Who Stand	Recruit a new companion.	20	Bronze (15)
	Speak Only the Word	Gain access to a major city for the Inquisition.	20	Bronze (15)
	Saddled Up	Purchase or secure five different mounts of any kind.	20	Bronze (15)
	Well-Prepared	Craft a weapon or piece of armor in single-player mode.	20	Bronze (15)
	Customized	Enchant or upgrade a piece of equipment in single-player mode.	20	Bronze (15)
	Commander	Complete a timed mission on the war table.	20	Bronze (15)
	Trailblazer	Discover a campsite and establish an Inquisition camp in any wilderness area.	20	Bronze (15)
	Sharp-Eyed	Find and recover a shard identified by an ocularum.	20	Bronze (15)
	Well-Read	Recover a veilfire rune.	20	Bronze (15)
	Skilled	Upgrade any ability once in single-player mode.	20	Bronze (15)
	Specialized	Choose a specialization class.	20	Bronze (15)
	Cavalier	Secure a mount.	20	Bronze (15)
	Synergized	Trigger a cross-class combat with a character you control in single-player mode.	20	Bronze (15)
	Botanist	Harvest 50 herbs from Skyhold's garden in a single playthrough.	20	Bronze (15)
	Wyrmslayer	Kill a high dragon in single-player mode.	20	Bronze (15)
	Decorator	Purchase any new decoration element for Skyhold.	20	Bronze (15)
	Belle of the Ball	Gain the full approval of the Orlesian court.	20	Bronze (15)
	Hard Hitter	Land a single blow in excess of 1,000 damage in single-player mode.	20	Bronze (15)
	Master Builder	Craft an item from tier 3 materials in single-player mode.	20	Bronze (15)
	Master Alchemist	Upgrade your alchemic potions, grenades, or tonics 30 times in a single playthrough.	20	Bronze (15)
	Dragon's Bane	Slay 10 high dragons in single-player mode.	20	Bronze (15)
	Herald	Finish the single-player campaign on at least Hard without lowering the difficulty.	20	Bronze (15)
	Inquisitor	Finish the single-player campaign on Nightmare without lowering the difficulty.	20	Bronze (15)
	Stargazer	Unlock five astrariums in a single playthrough.	20	Bronze (15)
	Focused	Spend 10 points in a single talent tree with any one single-player character.	20	Bronze (15)
	Well-Funded	Earn 50,000 or more gold across all single-player playthroughs.	20	Bronze (15)
	Keymaster	Enter the heart of the Solasan temple.	20	Bronze (15)
	Pathfinder	Claim an Inquisition camp in every location.	20	Bronze (15)
	Liberator	Liberate three keeps in a single playthrough.	20	Bronze (15)
	High Commander	Complete 50 operations in a single playthrough.	20	Bronze (15)
	Regal	Completely upgrade one throne.	20	Bronze (15)
	Persuasive	Acquire 10 Inquisition agents in a single playthrough.	20	Silver (30)
	Veteran	Reach level 20.	20	Silver (30)
	Peerless	Level up the Inquisition to rank 10.	20	Silver (30)
	People Person	Become friends with at least three of your inner circle in one playthrough.	20	Silver (30)
	Loremaster	Collect 250 codex entries in a single playthrough.	20	Silver (30)
	Demonslayer	Defeat 1,000 demons in single-player mode.	20	Gold (90)
	Invincible	Defeat 2,500 enemies in single-player mode.	20	Gold (90)
	Quartermaster	Complete 20 requisition requests in a single playthrough.	20	Gold (90)
	Marked for Greatness	Seal 75 rifts in a single playthrough.	20	Bronze (15)
	Platinum (PS only)	Earn all 50 trophies.	—	Platinum

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Getting Started

Introduction

Ever since the Breach opened following the tragic events at the Temple of Sacred Ashes, southern Thedas has fallen into an even greater state of instability. The templar/mage conflict in Ferelden rages on, as does the civil war in Orlais. And now demons are pouring from Fade rifts scattered across the continent. Are you ready to enter this dangerous and chaotic world? If you're new to *Dragon Age*, take a few minutes to familiarize yourself with some of the core gameplay concepts. Even if you're a grizzled *Dragon Age* veteran, you may find some useful information here.

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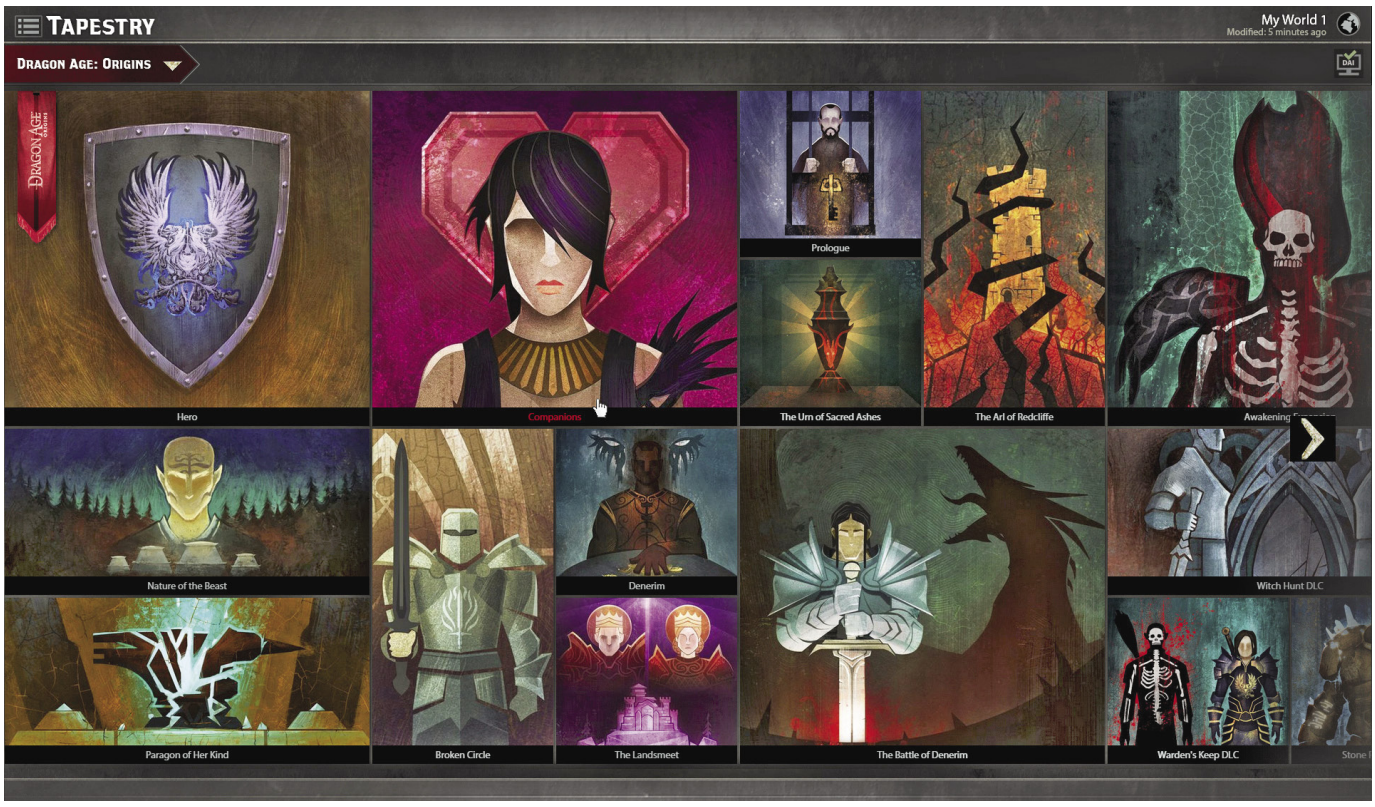
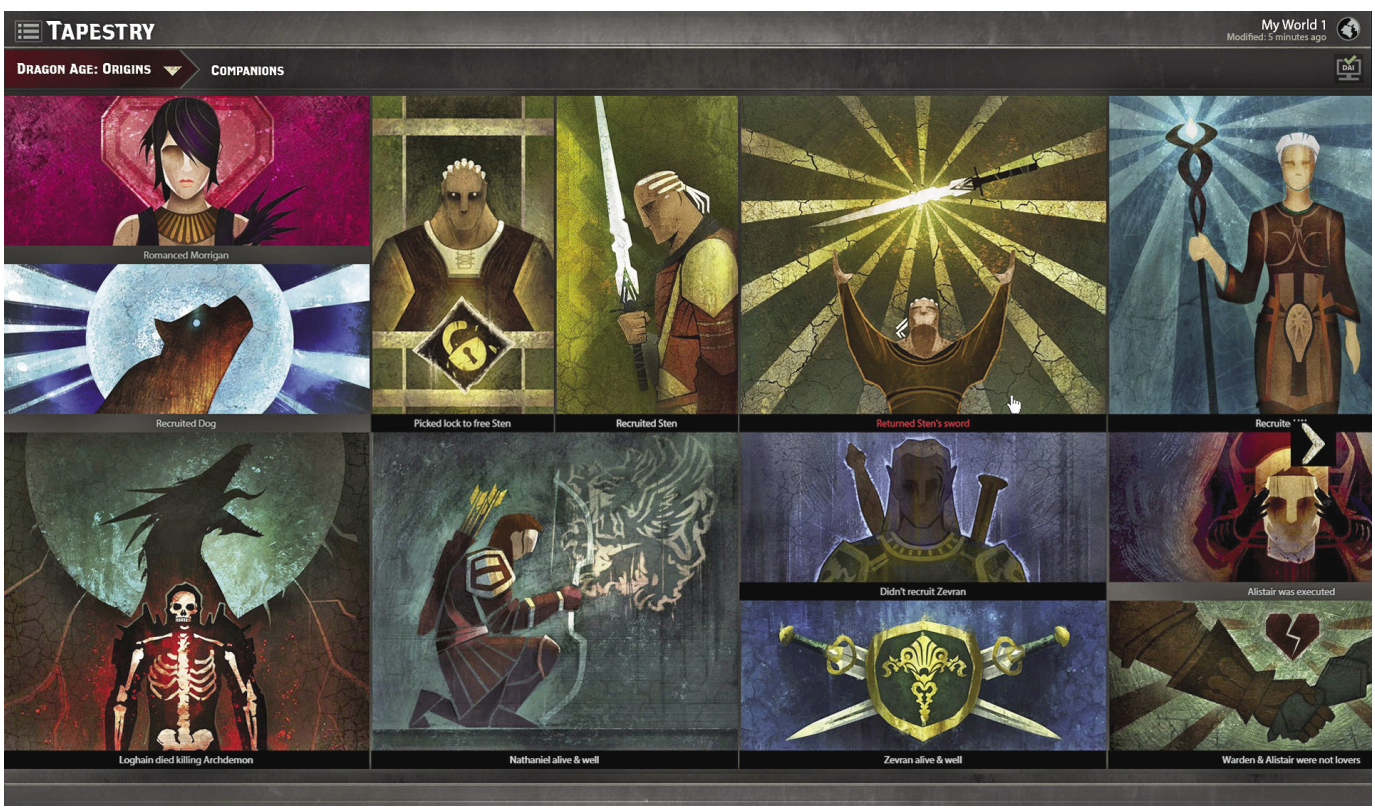
Getting Started

Dragon Age Keep

Before you even start your adventure in *Dragon Age: Inquisition*, pay a visit to *Dragon Age Keep* (dragonagekeep.com) to customize your world state. Whether you've played previous *Dragon Age* installments or not, *Dragon Age Keep* gives you the opportunity to make some key decisions that influence your own personal world state. If you'd like, stay true to your previous gameplay sessions of *Dragon Age: Origins* and *Dragon Age II*, making the same decisions to continue your story line. Or make different decisions than you did in previous games to adjust the world state in any way you like. *Dragon Age Keep* offers an incredible amount of depth, but you don't have to make every minute adjustment. Simply make the adjustments you feel are important, then move on. Your decisions in *Dragon Age Keep* carry over into *Dragon Age: Inquisition*, impacting the story in subtle (and some not so subtle) ways. As you start your adventure, your decisions in *Dragon Age: Inquisition* are automatically synced to *Dragon Age Keep*, preserving your personalized world state for future adventures.





Note

You must have an Origin account to access *Dragon Age Keep*. You can set up a free account directly from dragonagekeep.com—all you need is an e-mail address.

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Getting Started

Character Generation

Once you've established your game's world state with *Dragon Age Keep*, put some careful thought into selecting your character's race, gender, and class. There are a few important factors to note about race. In terms of attributes, humans gain no bonus while dwarves get a 25 percent bonus to magic defense, elves get a 25 percent bonus to ranged defense, and Qunari benefit from a 25 percent bonus to melee defense. Race also impacts certain conversations and determines how certain characters respond to you. Both race and gender have an impact on what romances are available to your character. For example, Cullen will only show interest if you're playing as a female elf or human—see the Party Members and War Council chapters for more details on character romances. Following selections of race and gender, choose your class to determine what kind of skills, abilities, and equipment your character can use. Before choosing a class, consider referencing the Classes and Abilities chapter to better understand the differences between the rogue, warrior, and mage.

During the opening cinematic you're prompted to choose your character's appearance. There are five heads to choose from, and each can be further customized. Here you can alter your character's head, hair, voice, ears, eyes, nose, mouth, jaw, scars, tattoos, and makeup. These options are largely aesthetic and have no impact on gameplay.

Developer Tip

Putting just the right amount of stubble on the female dwarf Inquisitor can increase the chances of romance by 10,000,000 percent.

— Shane Hawco, Lead Character Artist

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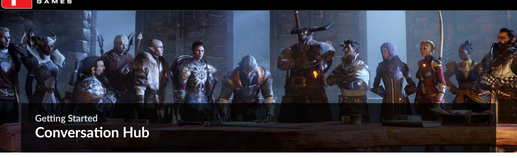


Getting Started

Conversation Hub

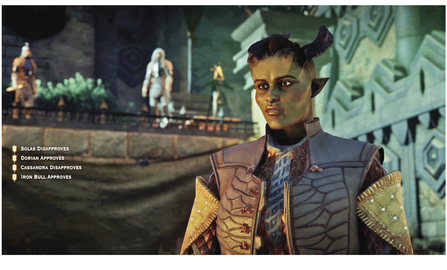
Like previous titles, *Dragon Age: Inquisition* requires you to make some tough decisions. These are handled through the conversation hub. Here you have the option of selecting a reply. Some of these choices have consequences, and others don't. Each dialogue option is accompanied by an icon, indicating how your character will respond.

Dialogue Options

Icon	Description
General Dialogue	
	General
	Investigate
	Attack
	Payment
	Romance
	End Romance
Special	
	Special
	Stoic
	Sad
	Pleased
	Mad
	Confused
	Surprised
	Fear
Perk-Based	
	Underworld
	Politics
	History
	Human
Class and Race	
	Warrior
	Rogue
	Mage
	Elf
	Dwarf
	Qunari

> **Note**
>
> The perk-based dialogue options are only available if you've purchased the associated Inquisition perk. For more details on perks, reference the War Council chapter.

Approval

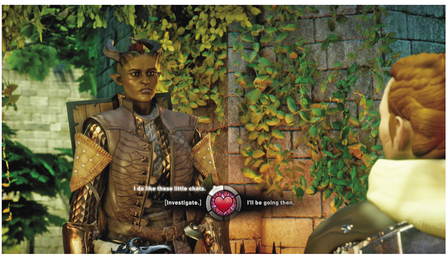


Choose your words and actions carefully—your followers are paying close attention to everything you say and do. Saying or doing the right/wrong thing can lead to a gain or loss of approval among your party members. Approval is basically your likability among the party members, and it's a key component of initiating romances. While minor approval swings are common during conversations, major approval swings occur when making critical decisions—reference the Decision Point sidebars in the walkthrough. Once you've made a decision, there's no turning back. And unless you're using the walkthrough, you'll be making these decisions blindly, not knowing how your approval with each character will be affected. So it's strongly advised to review these decision points beforehand. Otherwise you may unintentionally sabotage a budding romance.

Character Approvals in Walkthrough

Approval	Icon
Strongly Approves	↑ ↑ ↑
Approves	↑ ↑
Slightly Approves	↑
Strongly Disapproves	↓ ↓ ↓
Disapproves	↓ ↓
Slightly Disapproves	↓
No Change	–

Romance



During some conversations with your followers and advisors, a romance dialogue option appears—take this opportunity to flirt, often gaining approval. But this is just the beginning. Continue flirting and building approval with a particular character to advance the relationship. However, consummating a relationship takes a lot more than staying out of the doghouse and delivering clever one-liners. Take the romance to the next level by completing inner circle quests for your romantic interest—some of these involve acquiring gifts you can use to the help seal the deal. When it comes to romance, persistence pays off, so keep chatting up your love interest on a regular basis—and do as little as possible to piss them off. Also, remember that race and gender make a difference, so don't set your sights on a character you're not compatible with. Reference the Party Members and War Council chapters for more information on pursuing romances with each character.

> **Note**
>
> Even if you've impressed them, Cole, Varric, Vivienne, and Leliana cannot be romanced. But they'd love to be your friend.

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Getting Started

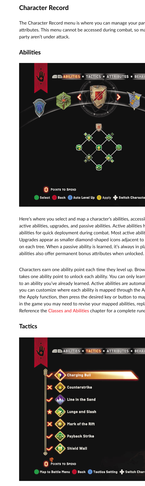
Hero Menu

Whether you need to purchase new abilities, adjust tactics and behaviors, equip new gear, or review codexes and quest information, the radial Hero menu has you covered. The game is paused while the Hero menu is open, giving you ample time to sort through your gear and consider your next move.

Character Record

The Character Record menu is where you can manage your party's abilities, tactics, and behaviors as well as view their current attributes. This menu can also be accessed during combat, so make sure you make these adjustments when your character and party aren't under attack.

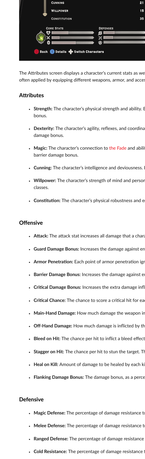
Abilities



Here's where you select and map a character's abilities, accessible from a variety of ability trees. Each ability tree contains active abilities, upgrades, and passive abilities. Active abilities have diamond-shaped icons—you can map up to eight active abilities for quick deployment during combat. Most active abilities can be upgraded, making them stronger and more effective. Upgrades appear as smaller diamond-shaped icons adjacent to a active ability. Passive abilities are represented by circular icons on each tree. When a passive ability is learned, it's always in play and does not need to be mapped or activated. Some passive abilities also offer permanent bonus attributes when unlocked.

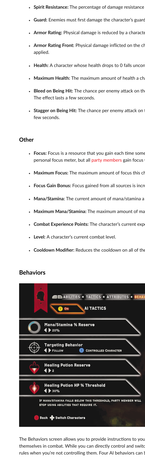
Characters earn one ability point each time they level up. Browse through the available trees and select an ability to learn—it takes one ability point to unlock each ability. You can only learn abilities connected to the root of the ability tree or connected to an ability you already learned. Active abilities are automatically mapped to an empty hot key or button when learned, but you can customize where each ability is mapped through the Apply function—select a learned ability from the tree followed by the Apply function, then press a hot key or button to map it. Since you can only map up to eight abilities at a time, the latter in the game you may need to revise your mapped abilities, replacing older, weaker abilities with newer, more powerful ones. Reference the Classes and Abilities chapter for a complete rundown of all abilities, including specializations.

Tactics



In the Tactics screen you can adjust which abilities your party members use when you're not in control of them. The interface consists of a list of learned abilities, and mapped abilities have a check mark next to them. When an ability is selected you have the opportunity to enable it, disable it, or prefer it. Preferred abilities are used more frequently and are more favored over enabled abilities when both can be used. So if there's a particular ability you'd like a character to use with greater frequency, set it to preferred.

Attributes



The Attributes screen displays a character's current stats as well as any offensive and defensive bonuses. These bonuses are often applied by equipping different weapons, armor, and accessories. Here's a rundown of how each attribute is defined.

Attributes

- **Strength:** The character's physical strength and ability. Each point increases attack (warriors only) and guard damage bonus.
- **Dexterity:** The character's agility, reflexes, and coordination. Each point increases attack (rogues only) and critical damage bonus.
- **Magic:** The character's connection to the Fade and ability to manipulate it. Each point increases attack (mages only) and barrier damage bonus.
- **Cunning:** The character's intelligence and divinations. Each point increases critical chance and ranged defense.
- **Willpower:** The character's strength of mind and personality. Each point increases attack and magic defense for all classes.
- **Constitution:** The character's physical robustness and endurance. Each point increases health and melee defense.

Offensive

- **Attack:** The attack stat increases all damage that a character does.
- **Guard Damage Bonus:** Increases the damage against enemies under the effect of guard.
- **Armor Penetration:** Each point of armor penetration ignores one point of the target's armor when inflicting damage.
- **Barrier Damage Bonus:** Increases the damage against enemies that are under the effect of Barrier.
- **Critical Damage Bonus:** Increases the extra damage inflicted with a critical hit.
- **Critical Chance:** The chance to score a critical hit for each attack.
- **Main-Hand Damage:** How much damage the weapon in the character's main hand inflicts with each hit.
- **Off-Hand Damage:** How much damage is inflicted by the character's off-hand weapon.
- **Bleed on Hit:** The chance per hit to inflict a bleed effect on the target. The effect lasts a few seconds.
- **Stagger on Hit:** The chance per hit to stun the target. The effect lasts a few seconds.
- **Heal on Kill:** Amount of damage to be healed by each killing blow.
- **Flanking Damage Bonus:** The damage bonus, as a percentage, when attacking a target from the side or behind.

Defensive

- **Magic Defense:** The percentage of damage resistance to all magical or elemental attacks.
- **Melee Defense:** The percentage of damage resistance to all melee physical attacks.
- **Ranged Defense:** The percentage of damage resistance to all ranged physical attacks.
- **Cold Resistance:** The percentage of damage resistance to cold damage attacks.
- **Electrical Resistance:** The percentage of damage resistance to electrical damage attacks.
- **Fire Resistance:** The percentage of damage resistance to fire damage attacks.
- **Spirit Resistance:** The percentage of damage resistance to spirit damage attacks.
- **Guard:** Enemies must first damage the character's guard, if any, before they can damage health.
- **Armor Rating:** Physical damage is reduced by a character's armor rating.
- **Armor Rating Front:** Physical damage inflicted on the character from the front is reduced by armor rating before being applied.
- **Health:** A character whose health drops to 0 falls unconscious and is unable to attack.
- **Maximum Health:** The maximum amount of health a character can regain from healing.
- **Bleed on Being Hit:** The chance per enemy attack on the character that the attack inflicts a bleed effect on the enemy. The effect lasts a few seconds.
- **Stagger on Being Hit:** The chance per enemy attack on the character that the attack stuns the enemy. The effect lasts a few seconds.

Other

- **Focus:** Focus is a resource that you gain each time someone in your party deals damage. Each party member has a personal focus meter, but all party members gain focus when a single member deals damage.
- **Maximum Focus:** The maximum amount of focus this character can generate.
- **Focus Gain Bonus:** Focus gained from all sources is increased by this percentage amount.
- **Mana/Stamina:** The current amount of mana/stamina a character has. Use mana/stamina to trigger special abilities.
- **Maximum Mana/Stamina:** The maximum amount of mana/stamina a character can have.
- **Combat Experience Points:** The character's current experience points.
- **Level:** A character's current combat level.
- **Cooldown Modifier:** Reduces the cooldown on all of the character's abilities.

Behaviors

The Behaviors screen allows you to provide instructions to your party on how they should fight, cooperate, and defend themselves in combat. While you can directly control and switch between party members at any time, they will follow these rules when you're not controlling them. Four AI behaviors can be adjusted:

- **Mana/Stamina % Reserve:** If mana/stamina falls below this threshold, the party member will stop using abilities that require it.
- **Targeting Behavior:** Choose targets by following another party member's target or by prioritizing threats to another party member—use this to make the selected character follow or defend a party member of your choice.
- **Healing Potion Reserve:** Party member will not use healing potions if this many or fewer remain.
- **Healing Potion % Threshold:** When the party member's health falls below this threshold, they will attempt to use a healing potion.

Inventory

When you acquire new gear, access the Inventory menu to inspect and equip these new items. You can equip weapons, armor, and accessories, applying them to your character or party members. Most equipment is restricted by class and level. So if a character doesn't meet these requirements, the item cannot be equipped. But think twice before selling or destroying this equipment—a party member may benefit from it. The Inventory menu also details all upgrades, crafting materials, valuables, and schematics carried by your party. Crafting materials and schematics do not occupy space in your inventory, but everything else does. So make a habit of selling off excess equipment whenever you're near a merchant. Unless related to a quest or research item, valuables can be sold for gold—they serve no other purpose.

When sorting through your items, pay close attention to the rarity. Items with a gray background are common and frequently found in loot drops. Common items aren't particularly noteworthy and fetch little gold when sold to merchants. Items with blue backgrounds are rare. When possible, equip rare items on your characters, because they're often enchanted with runes, giving them stat buffs. Rare items also are worth more when sold to merchants. Unique items have a purple background and are one-of-a-kind—these are usually found on bosses. While you can't earn quite a bit of gold by selling unique items, it's better to equip your party members with them. Unique items are often crafted from the best materials and enchanted by runes, giving them a variety of bonuses. Consider holding onto unique items until they're rendered obsolete by newer, better equipment.

> **Note**
>
> With very few exceptions, loot drops are randomized. So you'll open a chest or retrieve loot from a fallen foe, you never know what you're going to get. But loot always closely matches the level of your character, so you've never going to get high-level loot drops when starting out.

Codex

Throughout your adventure you're likely to uncover codex entries providing detailed information on different subjects. Codex entries can be retrieved manually by interacting with notes or other documents. They can also be retrieved automatically when a topic arises in conversation or when you encounter an enemy or character for the first time. All of these entries are collected in the Codex section of the Hero menu. Unlocking a codex entry also unlocks the art associated with its card.

Journal

The Journal menu keeps track of all quests you've been assigned as well as those you have completed. Each quest entry provides a brief description and lists objectives. Quests are sorted by Inquisitor's Path (critical path quests), inner-circle quests, and locales. When you select a quest from the journal it becomes active, updating icons on the in-game compass and helping you determine where to go next. The Collections tab within the journal keeps track of all the collectibles you've found, including items like bottles, mosaics, and song lyrics. For more information on collections, reference the Exploration chapter.

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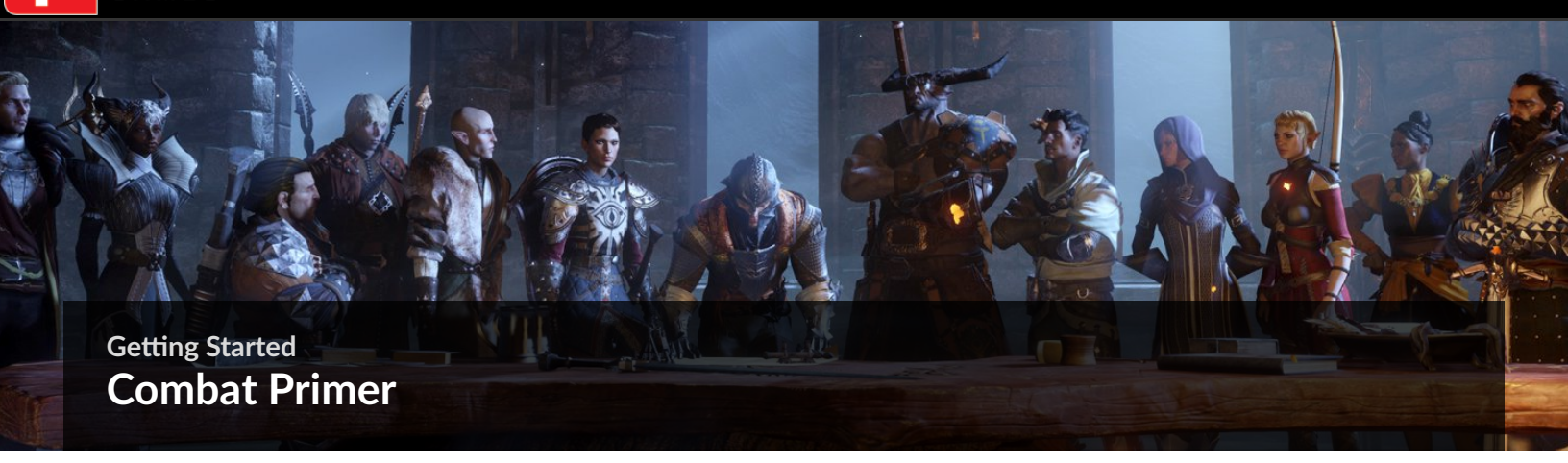


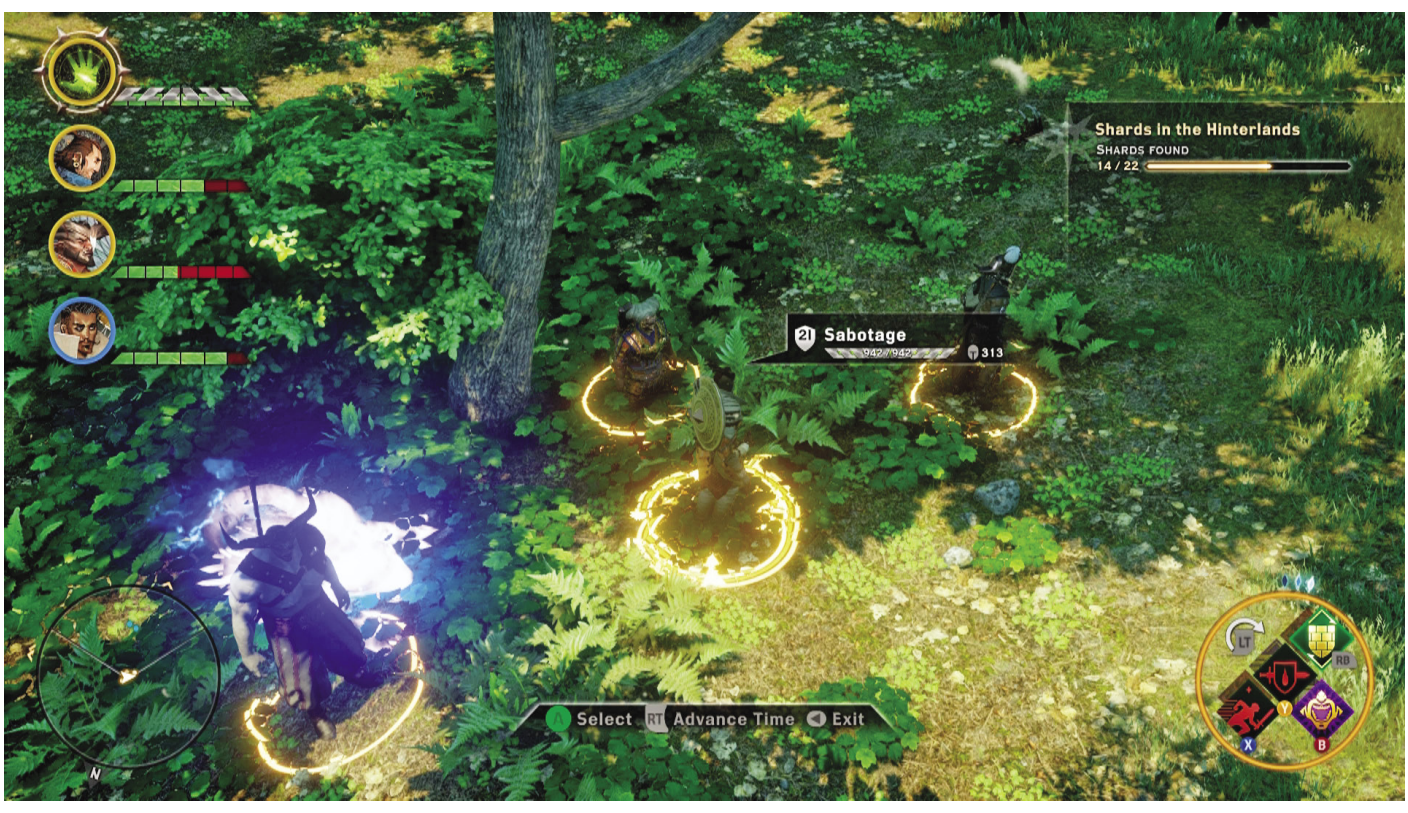
Getting Started

Combat Primer

Your journey through southern Thedas isn't without peril. Demons, creatures, and hostile forces attack with minimal provocation, calling on you to defend yourself and your allies. There are two different ways to approach combat in *Dragon Age: Inquisition*. You can either play the game third-person, like an action RPG, or you can take a more tactical approach through the use of the tactical camera. There is no right or wrong way to do this—it all comes down to personal preference.

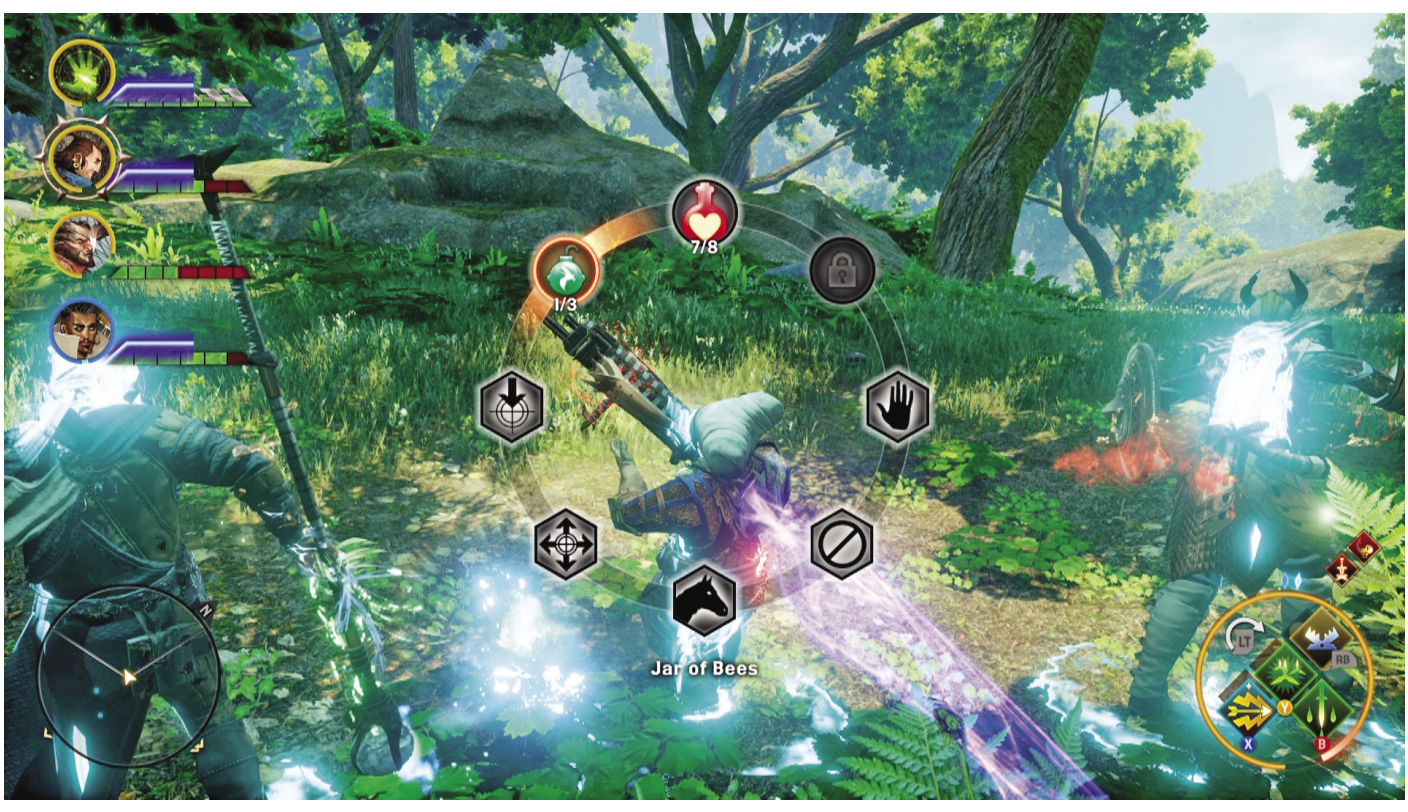
When playing in the third-person perspective, face your intended target and then press and hold the attack button or key. Alternatively, you can lock on to a target to keep it centered in the camera view. Initiating basic attacks causes your character to unleash a series of slashes, arrows, or elemental projectiles, using an equipped weapon. While basic attacks are effective, they aren't the most powerful—rely on your character's offensive active abilities to pour on even more damage. But not all abilities are offensive. Abilities like Barrier, Leaping Shot, and Evade are defensive, preventing your character (and sometimes the entire party) from taking damage. Abilities consume stamina, mana, or focus, and as such cannot be activated frequently—and each ability has a cooldown period, too. So save your abilities for those critical moments when you need an extra boost in offense or defense to turn the tide.

Tactical Camera



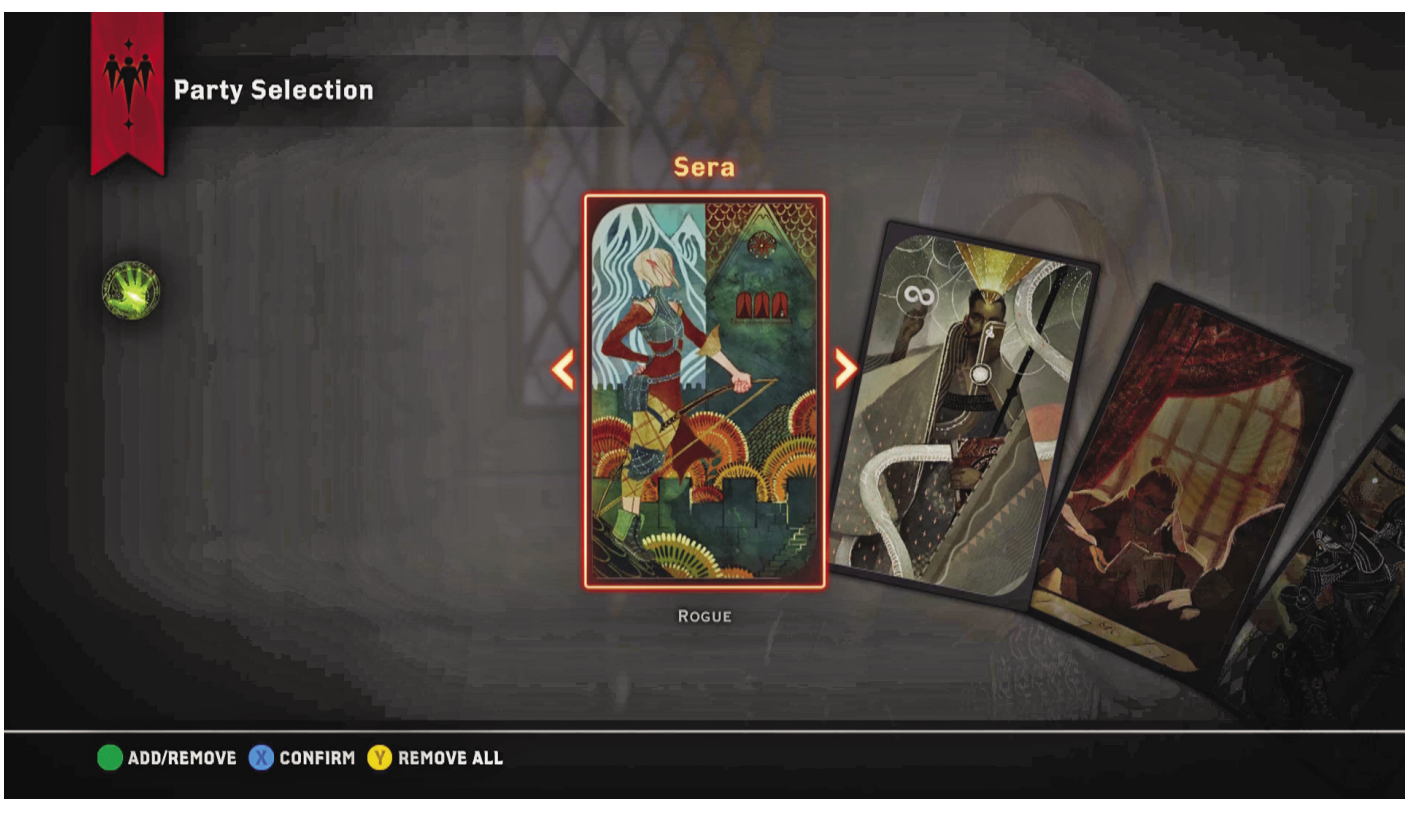
The tactical camera pauses the action, allowing you to view the battlefield from a top-down perspective. While the game is paused, you can issue orders to all your party members, instructing them to move, defend, attack, or use one of their mapped active abilities. Once orders are issued, you can either return to the third-person perspective or stay within the tactical camera to advance time, watching from above as your orders are carried out. Using the tactical camera's reticle, highlight enemies to view details within their information box. Here you can see the enemy's name, health, and armor, as well as any resistances, vulnerabilities, and immunities. This information alone tells you exactly what kind of weapons/abilities will be effective. For example, if an enemy is resistant to cold-based damage but vulnerable to fire-based damage, consider changing your weapons and abilities to compensate.

Potions and Grenades



No matter how defensive you are, damage is going to happen and you'll need a way to heal. Fortunately, your party is equipped with eight health potions. (This number can be increased to 12 by purchasing the More Healing Potions Inquisition perk.) Individually, your party members can be equipped with secondary potions that can benefit them in various ways, such as providing temporary resistances to elemental damage. You can unlock more potions by finding or purchasing potion recipes and crafting them from herbs. Potions can be consumed from the in-game radial menu. This menu also allows you to deploy grenades—deployment works similar to that of an area-of-effect (AoE) ability. Grenades aren't readily available but can be crafted, much like potions. Before adventuring into new areas, make sure party members are well equipped with potions and grenades.

Party Composition



Before you venture out into the wilderness you're prompted to select your party members. As a general rule, it's wise to travel with a balanced party, with at least one warrior, one rogue, and one mage present. In addition to having unique skills (like wall bashing, lock picking, and veilfire), each class has tactical strengths and abilities. Mages and rogue archers specialize in ranged combat, while warriors and dual-wield rogues rely on melee attacks to dish out damage. Having a mix of melee and ranged fighters should serve your party well. Consider making two warriors, a rogue archer, and a mage as your default lineup. While this may not be the best combination for your style of play, it's merely a sample of a well-balanced party. Experiment with your own lineups, paying close attention to the strengths and weaknesses of each class. For an in-depth analysis on each class, including a discussion of all abilities, reference the Classes and Abilities chapter.

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Getting Started

Mounts

For the first time, mounts are available in *Dragon Age*. But before you can fill your stables with horses, dracolisks, and harts, you must find Horsemaster Dennet in the Hinterlands—he gives you a Fereldan Forder and the opportunity to purchase more mounts at your stable. Mounts offer a quick way to traverse the vast landscapes of Ferelden and Orlais. And while mounts are fast, they aren't capable of outrunning attacks. If your mount takes damage, you'll be thrown off. So it's best to dismount before approaching hostile units. If you use mounts frequently, consider choosing the Rider's Posture and Antivan-Stitched Saddle Inquisition perks to decrease your chances of being unseated. With these perks unlocked, your mount can absorb more damage before throwing you off. For more information on mounts, reference the Skyhold section in the Exploration chapter.

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Getting Started

Beginner Tips

- Go out of your way to talk to everyone. All interactive characters have something interesting to say. Some may have quests for you, and others could possibly be recruited as agents.
- When visiting a new locale, try to establish as many camps as possible. Inquisition camps serve as fast-travel points, allowing you to get around the map with ease. Settlements and keeps also serve as fast-travel points.
- As you and your party members gain XP, you'll level up. Look for the arrow icon on each character portrait to identify who has leveled up. Take this as your cue to enter the Character Record menu and select new abilities.
- Some enemies drop research items. Take these items to the Inquisition's researcher to gain bonuses against associated enemy types.
- Weapons and armor sold by merchants are usually inferior to the equipment you can find in loot drops. Save your gold to buy schematics and crafting materials, then craft your own custom equipment. You can't craft runes until the Inquisition acquires Dagna, in Skyhold.
- Collect crafting materials to create your own weapons, armor, upgrades, potions, and grenades. Gather herbs, minerals, cloth, and animal hides during your adventures across southern Thedas, then use schematics to craft new items.
- Before selling any weapons or armor, consider removing any upgrades you'd like to keep. Upgrades can be removed and applied to other equipment. However, runes cannot be removed from equipment. So think twice before attaching runes.
- Before leaving an Inquisition camp, ensure your party is fully stocked on potions. Healing potions are automatically restocked when you establish, rest, or fast travel to a camp. But you may need to craft secondary potions (and grenades) for each individual party member.
- Use the Search function to highlight interactive items, including loot and crafting materials. This is an easy way to find objects that you'd otherwise miss.
- Consider keeping at least one fire-based, one cold-based, and one electrical-based staff in your inventory. These will come in handy for eliminating magical barriers. While any staff can bring down a magical barrier, staves using an opposing elemental magic drop these barriers faster. For example, use a fire staff against a cold barrier, a cold staff against a fire barrier, or an electrical staff against a spirit barrier. Of course, maintaining a mage in your party is essential for equipping these staves and defeating these barriers.
- Before engaging in combat, use the tactical camera to scout the battlefield. Inspect every enemy to determine resistances, vulnerabilities, and immunities.
- Speak to your followers regularly while in Haven or Skyhold, particularly following key events. New dialogue options are opened following the conclusion of most critical path quests.
- You must gain power to scout and unlock new locales. Closing Fade rifts and establishing Inquisition camps are the easiest ways to gain power. Some side quests also reward power.
- Most quests reward influence. Think of this as XP for the Inquisition. As the Inquisition acquires more influence and levels up you can purchase Inquisition perks, benefiting the organization in various ways. See the War Council chapter for more information on Inquisition ranks and perks.

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Classes and Abilities

Rogue

Dragon Age: Inquisition requires you to make some tough decisions. And perhaps the most critical of these decisions is choosing your character's class and abilities. Whether selecting a rogue, warrior, or mage, your class determines what types of weapons and armor your character can equip. To a greater extent, class also dictates which abilities your character can select when leveling up. Before making these decisions, reference this chapter to determine which class and abilities best fit your style of play.

Rogues rely on speed and agility rather than heavy armor, using skill and advantageous position on the battlefield to deal incredible damage. They may get up close and personal with daggers or strike from a distance with arrows.

- Unique Class Ability: Lock-picking

Dual-Wield Starting Abilities

Ability	Name	Description
	Stealth	You step into the shadows, all but invisible to your enemies. Attacking from stealth gives you a damage bonus and brings you back to the enemy's attention. Dealing damage to enemies reduces the ability's cooldown.
	Twin Fangs	You lash out with both daggers, striking deep, with bonus damage if you flank your foe.

Archer Starting Abilities

Ability	Name	Description
	Stealth	You step into the shadows, all but invisible to your enemies. Attacking from stealth gives you a damage bonus and brings you back to the enemy's attention. Dealing damage to enemies reduces the ability's cooldown.
	Long Shot	You fire a powerful single shot that delivers more damage the farther you are from the target.

Developer Tip

Utilize the tactical camera for setting up visually stunning combos. Lightning Bolt and Long Shot make spectacular explosions.

— Gavin Vankosky, QA Tester

Understanding Status Effects

Shocked: Reduces resistance to fire, cold, and electricity by 20 percent.

Chilled: Creature's movement speed is reduced by 25 percent.

Snared: Creature's movement speed is reduced by 25 percent.

Burning: Creature takes fire damage over time.

Poison: Creature takes nature damage over time.

Weakened: Creature's damage reduced by 15 percent.

Sundered: Creature's armor reduced by 20 percent.

Paralyzed/Stunned/Frozen: Creature is disabled.

Sleep: Creature sleeps in place. Any direct damage will break the effect.

Panic/Fear: Creature runs away in a panic. After 1.5 seconds any direct damage will break the effect.

Taunted: Creature is forced to target the caster for the duration. At the end of the forced taunt the caster is moved to the top of the threat table.

Rogue Starting Stats

Stats	Dual Wield	Archer
Attributes		
Strength	10	10
Dexterity	11	11
Magic	10	10
Cunning	10	10
Willpower	10	10
Constitution	10	10
Offensive		
Attack	0%	0%
Guard Damage Bonus	0%	0%
Armor Penetration	0%	0%
Barrier Damage Bonus	0%	0%
Critical Damage Bonus	53%	41%
Critical Chance	5%	5%
Main-Hand Damage	32	36
Off-Hand Damage	32	36
Bleed on Hit	0%	0%
Stagger on Hit	0%	0%
Heal on Kill	0%	0%
Flanking Damage Bonus	25%	36%
Defensive		
Magic Defense*	0%	0%
Melee Defense*	0%	0%
Ranged Defense*	6%	6%
Cold Resistance	0%	0%
Electrical Resistance	0%	0%
Fire Resistance	0%	0%
Guard	0	0
Armor Rating	43	43
Armor Rating: Front	43	43
Maximum Health	509	509
Bleed on Being Hit	0%	0%
Stagger on Being Hit	0%	0%
Other		

Maximum Focus	100	100
Focus Gain Bonus	0%	0%
Maximum Mana/Stamina	100	100
Cooldown Modifier	0%	0%

* Base stats listed. Elves get a 25 percent bonus to ranged defense, dwarves get a 25 percent bonus to magic defense, and Qunari get a 25 percent bonus to melee defense.

Rogue Specializations

Specialization	Name	Details
	Artificer	Complete Way of the Artificer offered by Three-Eyes in Skyhold.
	Assassin	Complete Way of the Assassin offered by Heir in Skyhold.
	Tempest	Complete Way of the Tempest offered by Kihm in Skyhold.

Tactical Considerations

Rogues are masters of stealth and subterfuge, outsmarting and outmaneuvering their opponents to gain a tactical advantage. As a result, this can be a tricky yet rewarding class to play, requiring a heightened sense of tactical awareness, constantly scanning the battlefield for new opportunities. Unlike warriors, rogues do not gain guard and must put an emphasis on evading incoming strikes. In addition to Stealth, rely on abilities like Evade (Subterfuge), Leaping Shot (Archery), and Flank Attack (Double Daggers) to get out of trouble. Have at least one of these abilities mapped and ready to activate whenever you see a large enemy winding up for a major attack.

Armed with daggers, dual-wield rogues are capable of inflicting enormous amounts of damage, particularly when flanking their foes—daggers are some of the highest damage-per-second (DPS) weapons available, and this rogue carries two of them. While these rogues excel in melee combat, they are not designed to go toe-to-toe with heavily armored enemies. Instead, use the Stealth ability to flank and then strike from the shadows with abilities like Twin Fangs. For best results, attack an enemy from behind while they're distracted by one of your party's warriors. If your rogue draws the attention of enemies, use Stealth again to slip back into the shadows before resuming your attack. By utilizing a stick-and-move approach, dual-wield rogues can extend their lifespan while still dishing out more than their fair share of damage.

Archers fill a very different role than their dual-wield counterparts, utilizing bows to strike their foes from long range. Initially, archers are equipped with the Stealth ability, allowing for threat-free deployment at any point on the battlefield. Stealth also comes in handy when it's time to flee—activate Stealth as melee enemies approach and relocate to a safer location before firing more arrows. By investing in the Archery discipline, archers can benefit from powerful abilities like Explosive Shot and Full Draw, turning their bow into a formidable instrument of death. The default Long Shot ability is particularly useful, dealing up to 600 percent bonus damage when engaging targets at 15 meters or more.

Note

Either rogue can invest in both the Archery and Double Daggers abilities, but they cannot switch between daggers and bows mid-combat, and they cannot use active abilities from the Archery tree while using daggers. Stealth and Subterfuge work equally well with daggers and bows.

Lock-Picking

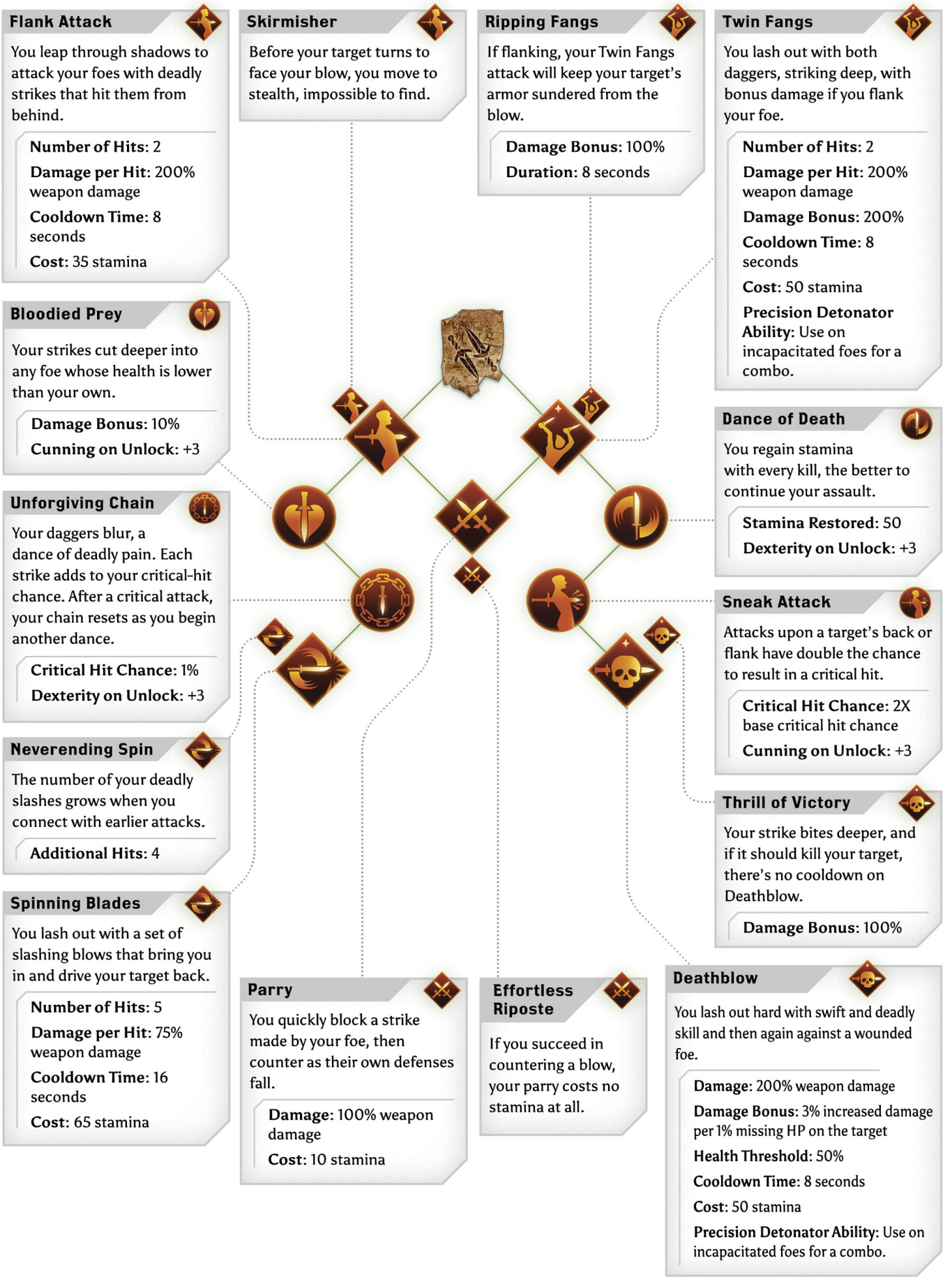
Did you find a locked door? Chances are a rogue can open it. The rogue's lock-picking skill is indispensable when scouring dungeons and other hostile locations—always make sure you have a rogue in your party. It's hard to say what you'll find behind each locked door, but there's usually something of value waiting on the other side. After all, somebody locked that door for a reason. However, some doors even a rogue can't unlock. To open these doors you must acquire the Deft Hands, Fine Tools perk. Once this perk is acquired, no lock in Thedas can withstand your rogue's lock-picking prowess.

Rogue Abilities

Double Daggers

Description: Experts in this style are fast and deadly, their blades slicing through enemies' defenses—and throats—before they have time to react.

Dual-wield rogues are extremely formidable combatants, and these abilities only make them deadlier. But rogues should never stand toe-to-toe and trade blows—stick and move instead. Abilities like Flank Attack, Twin Fangs, and Sneak Attack reward damage bonuses for flanking enemies. The Double Daggers abilities are more effective when combined with those from the Subterfuge discipline, allowing your rogue to deal heavy damage while remaining stealthy and highly mobile, avoiding retaliatory strikes.



Archery

Description: Experts in this style are masters of ranged combat. They can avoid enemies that attempt to close, put arrows or bolts through multiple foes, and even unleash explosive shots to devastating effect.

Any rogue carrying a bow should invest heavily in this discipline, which provides a good mix of offensive and defensive abilities. In an effort to keep your distance from melee attacks, utilize Leaping Shot and Strafing Shots to escape incoming strikes and remain mobile while firing. Explosive Shot comes in handy when targeting clusters of enemies crowded near choke points. But the pinnacle of this discipline is Full Draw. This sniper-like shot deals devastating damage, particularly to uninjured enemies—use this as your opening shot when starting a battle.

Death from Above

You do more damage when firing from elevation.

Maximum Bonus Damage: 25%

Maximum Height: 2 meters

Cunning on Unlock: +3

Archer's Lance

Long Shot now rips through every enemy along its path, doing bonus damage for each extra target it hits.

First Blood

You've learned to pick apart enemies that are still unwounded and unwary. You do more damage to enemies that are only lightly injured.

Damage Bonus: 15%

Health Threshold: 80%

Dexterity on Unlock: +3

Long Shot

You fire a powerful single shot that delivers more damage the farther you are from the target.

Damage: 200% weapon damage

Damage Bonus: 600% at 15 meters

Leaping Shot

You dive out of trouble and fire a hail of arrows at the enemies that were trying to close with you.

- **Projectiles:** 12
- **Damage per Hit:** 50% weapon damage
- **Cooldown Time:** 12 seconds
- **Cost:** 35 stamina

Rolling Draw

If Leaping Shot hits, you can use the momentum of your leap to do a stronger draw as you come back to your feet. Your next attack, whenever you make it, will knock down its target.

- **Damage Bonus:** 200%

Strafing Shots

You can move faster while firing without sacrificing accuracy.

- **Speed Bonus:** 100%
- **Dexterity on Unlock:** +3

Full Draw

It takes a moment to line up the perfect shot, but it pays off with a devastating hit that bites even deeper against enemies who aren't injured yet.

- **Damage:** 800% weapon damage
- **Damage Bonus:** 800% at full health
- **Cooldown Time:** 24 seconds
- **Cost:** 65 stamina

Stunning Shot

Enemies hit by Full Draw are briefly knocked unconscious by the power of your shot.

- **Sleep Duration:** 20 seconds

Pincushion

If the first arrow doesn't kill them, the 10th might. Each consecutive hit with a bow attack does progressively more damage to the target.

- **Damage Bonus:** 5%
- **Bonus Duration:** 10 seconds
- **Dexterity on Unlock:** +3

Chain Reaction

Shrapnel from Explosive Shot fills the air and sets off deadly reactions that do more damage the more enemies there are nearby.

- **Damage Bonus per Target:** 25%
- **Maximum Bonus Damage:** 100%

Explosive Shot

You fire a powerful shot that explodes on impact, damaging enemies around your target.

- **Number of Hits:** 2
- **Damage:** 100% weapon damage
- **Impact Radius:** 4 meters
- **Cooldown Time:** 12 seconds
- **Cost:** 35 stamina

Precision Detonator

- **Cooldown Time:** 8 seconds
- **Cost:** 50 stamina
- **Precision Detonator Ability:** Use on incapacitated foes for a combo.

Developer Tip

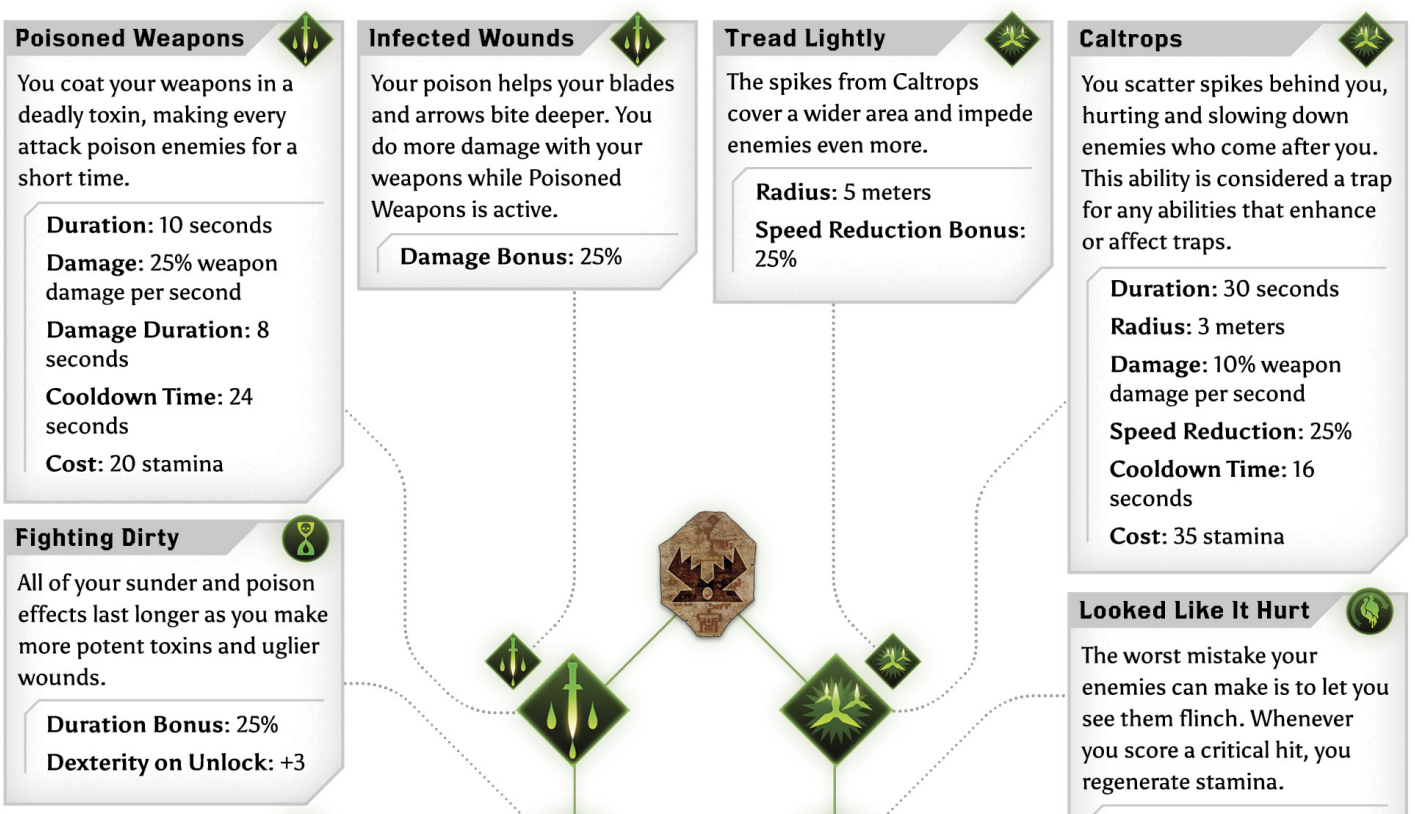
When playing as an archer, pairing poison with an upgraded Long Shot applies poison to everyone it hits.

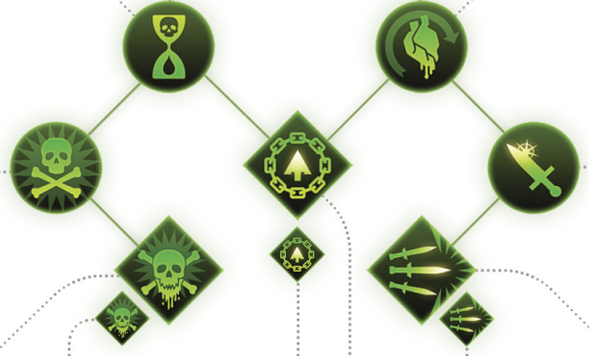
— Nathan Kozlowski, QA

Sabotage

Description: Experts in these talents specialize in poisons and traps. Their dirty tricks leave enemies sick and limping, easy pickings for a sharp blade or a barbed arrow.

The abilities in this discipline allow any rogue to become an absolute menace on the battlefield. The poison-based abilities are particularly deadly, slowly draining the health of all affected enemies. Archers utilizing the Poisoned Weapons ability can poison multiple targets within a matter of seconds, making any battle a little easier as enemies succumb to toxins. Caltrops are effective for staging ambushes—place them in choke points and lure enemies into the trap. Both Cheap Shot and Throwing Blades are useful for sundering enemy armor, making targets vulnerable for a short period of time.





Explosive Toxin

Your poisons curdle the blood of your targets. Enemies that die while poisoned explode in a shower of toxic mist.

- **Duration:** 8 seconds
- **Radius:** 3 meters
- **Damage:** 50% weapon damage per second
- **Dexterity on Unlock:** +3

Toxic Cloud

You unleash a cloud of toxic dust that damages all enemies that remain in the area.

- **Duration:** 8 seconds
- **Radius:** 3 meters
- **Damage:** 15% weapon damage per second
- **Cooldown Time:** 32 seconds
- **Cost:** 50 stamina

Contact Poison

Toxic Cloud has a shorter cooldown time and now also poisons enemies in the area.

- **Cooldown Reduction:** 5 seconds
- **Damage:** 25% weapon damage per second
- **Duration:** 8 seconds

It Beats Walking

You can use Hook and Tackle with no stamina cost or cooldown time.

Hook and Tackle

You hurl a light grappling hook at a target, then yank hard as you leap to pull yourself to it.

- **Cooldown Time:** 12 seconds
- **Cost:** 20 stamina

Stamina Restored: 10

Cunning on Unlock: +3

Cheap Shot

Your critical hits tear through enemy armor, leaving it sundered for a short time.

- **Duration:** 6 seconds
- **Cunning on Unlock:** +3

Throwing Blades

You hurl a group of knives at all nearby targets, ripping through their armor and leaving it sundered.

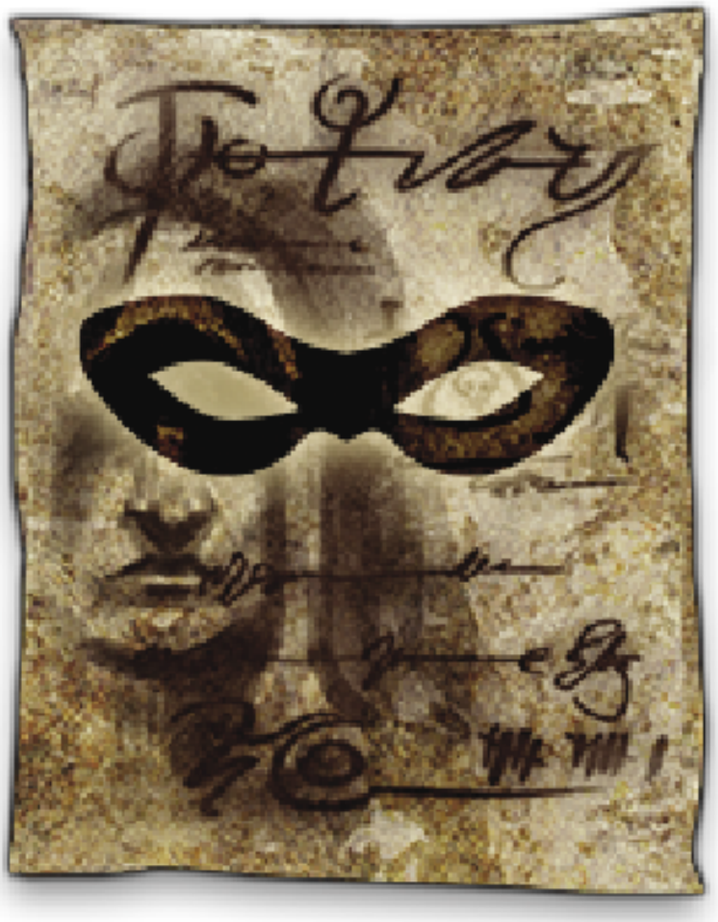
- **Number of Hits:** 4
- **Damage per Hit:** 100% weapon damage
- **Duration:** 8 seconds
- **Cooldown Time:** 12 seconds
- **Cost:** 50 stamina

Precision Targeting

When facing fewer targets, you group your knives so that the more blades that hit a single target, the more damage they inflict.

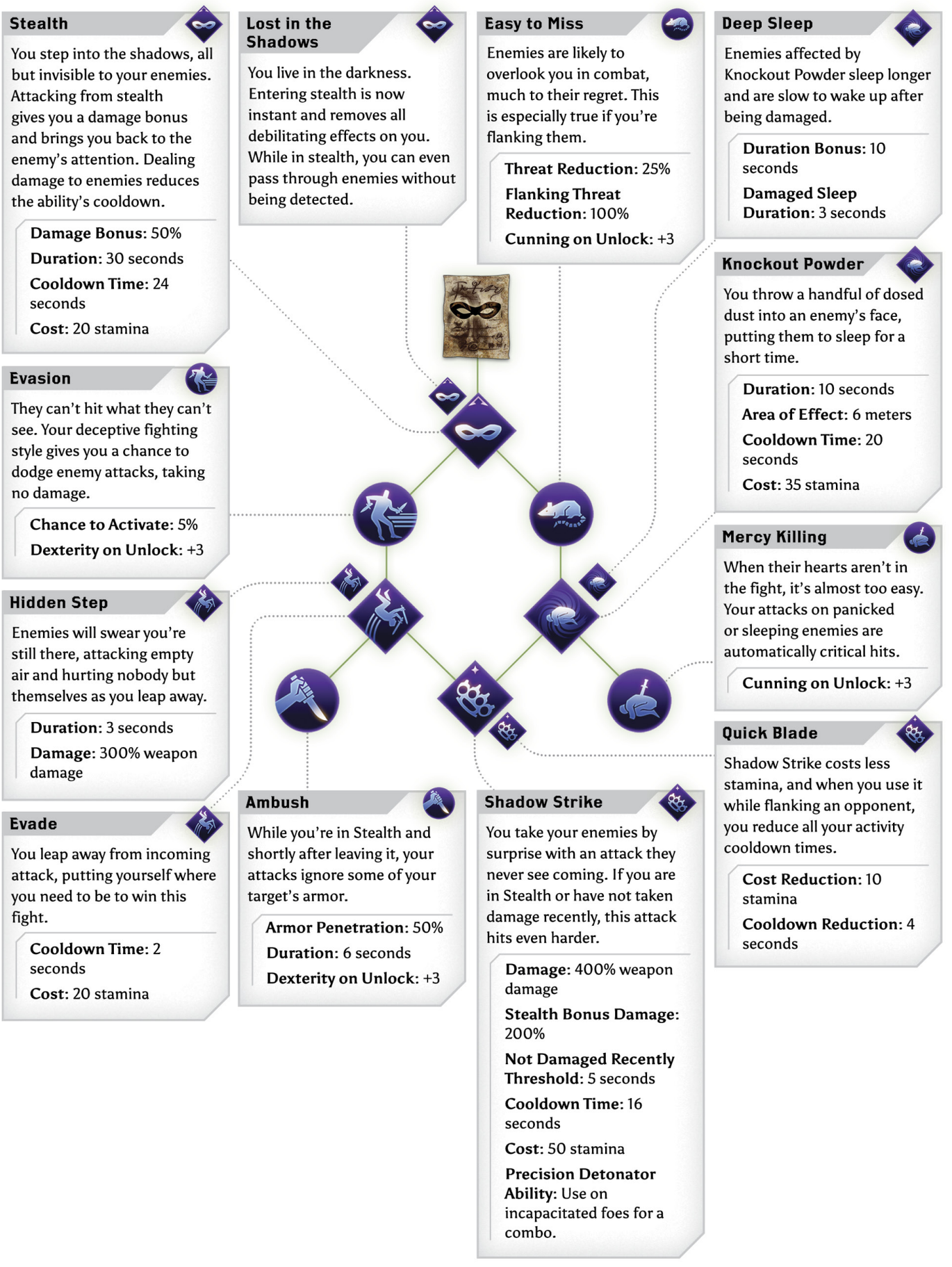
- **Damage Bonus:** 25% (Stacks)

Subterfuge



Description: Experts in these talents are masters of misdirection. Whether leaping to safety, disappearing into shadows, or tricking enemies into slashing at empty air, they are never where anyone expects them to be.

Whether carrying a bow or daggers, the abilities offered here play a huge role in keeping your rogue out of danger. Stealth is the cornerstone ability of this tree, giving your rogue the ability to vanish. This makes it easy to sneak up on enemies and attack without drawing their attention, often yielding bonus damage, particularly if you flank using an ability from the Dual Daggers tree. Seek out other abilities, like Ambush and Shadow Strike, that offer bonuses for using Stealth. Abilities like Evasion and Knockout Powder can be an absolute life saver, giving your rogue the chance to escape and regroup before returning to combat.



Artificer (Specialization)

Description: These specialists control the battlefield with deadly traps. Neither they nor their explosive mines are ever where the enemy expects them to be.

The Artificer specialization emphasizes the use of traps and other devices to gain a tactical edge on the battlefield. Abilities like Spike Trap, Hail of Arrows, and Elemental Mines add to your rogue's offensive repertoire. If you're looking for a more defensive ability, consider Fallback Plan, allowing your rogue to retreat to a predetermined location and instantly heal in the process. Before settling on Artificer as your specialization, review all of the abilities and determine if they fit your rogue's preferred tactics.

Set Them Up

You've mastered the proper placement of spikes and levers. When you spring any kind of trap, your enemies feel it.

Damage Bonus: 25%

Willpower on Unlock: +3

Spike Trap

You set a trap that, when an enemy approaches, detonates and flings enemies into the air.

Damage: 300% weapons damage

Cooldown Time: 16 seconds

Cost: 35 stamina

Watch Your Step

You can remain in stealth while using Spike Trap, and enemies are flung even farther into the air.

Opportunity Knocks

When an ally critically hits, you take advantage of their success faster with reduced cooldown times.

Cooldown Reduction: 0.5 second

Cunning on Unlock: +3

Elemental Mines

You throw out an assortment

Hail of Arrows

You fire so quickly that of different traps in front of you, applying different elemental effects to enemies that come into range.

- **Damage:** 50% weapon damage
- **Chill Duration:** 8 seconds
- **Fire Damage:** 50% weapon damage per second
- **Fire Damage Duration:** 8 seconds
- **Shocked Duration:** 8 seconds
- **Cooldown Time:** 24 seconds
- **Cost:** 50 stamina

Throw Everything

It's now or never. You use every ounce of stamina you've got to litter the battlefield with traps. The more stamina you use, the more traps you throw.

- **Additional Traps:** 1 for every 5 stamina

enemies will swear there are at least two of you putting arrows into their ranks. While this ability is active, any archery ability you use is duplicated. This ability consumes and is powered by focus.

- **Tier 1 Duration:** 12 seconds
- **Tier 2 Duration:** 25 seconds
- **Tier 3 Duration:** 40 seconds

Fallback Plan

You place a thieves' lantern to mark a fallback location before heading into battle. When the fight gets ugly, you leap back to safety, as healthy as you were when you placed the marker.

- **Duration:** 15 seconds
- **Cooldown Time:** 32 seconds
- **Cost:** 35 stamina

And Take Them Down

Your experience with finding and pointing out enemy vulnerabilities gives the entire party a better chance to land critical hits.

- **Critical Hit Chance Bonus:** 5%
- **Dexterity on Unlock:** +3

Tricks of the Trade

You help the team make the most of its abilities, increasing the damage and duration of all status effects anyone in the party applies.

- **Damage Bonus:** 10%
- **Duration Bonus:** 10%
- **Willpower on Unlock:** +3

Bait and Switch

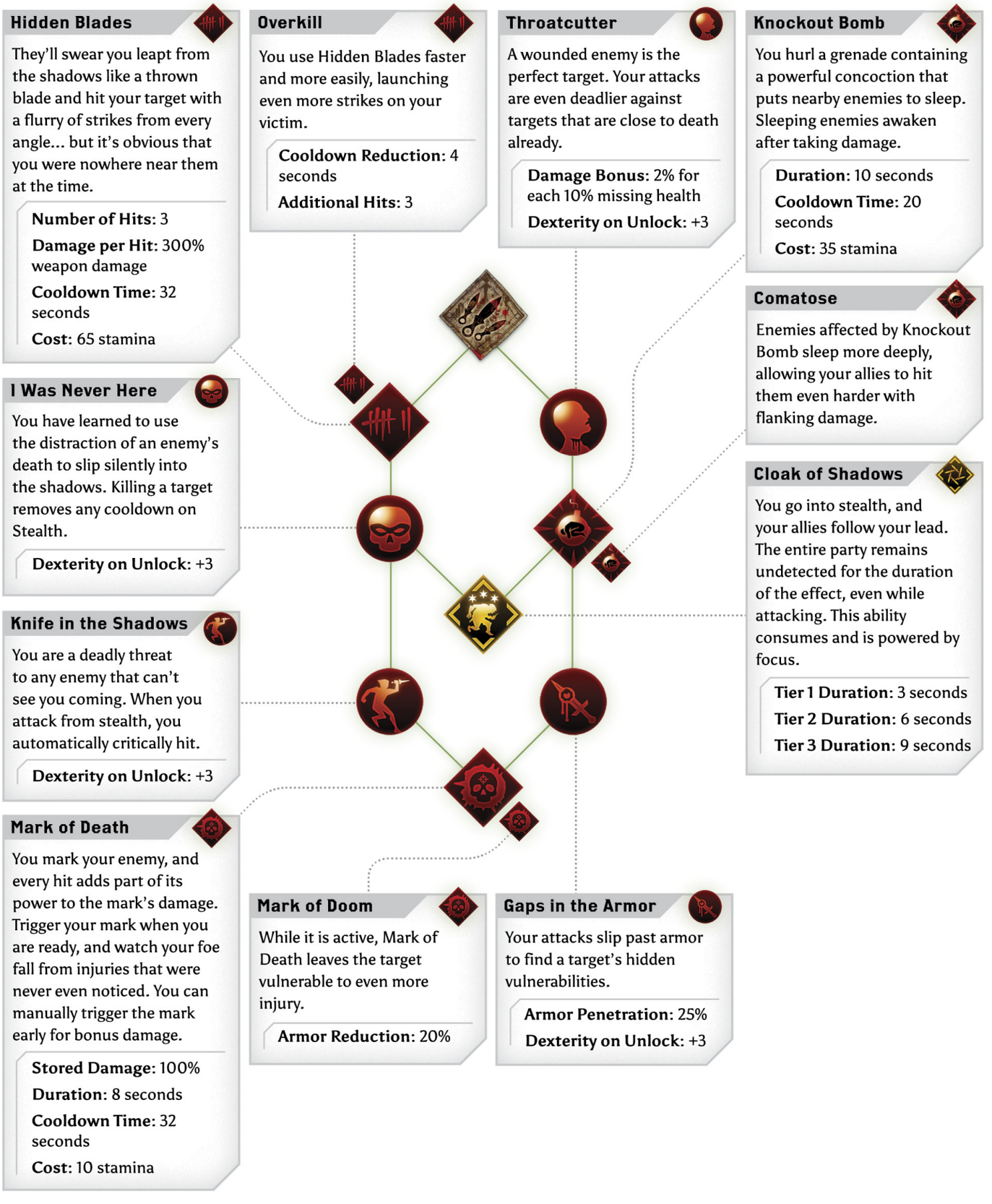
You can fight for a longer time before leaping back, and you pull your closest enemy back with you.

- **Duration Bonus:** 5 seconds

Assassin (Specialization)

Description: Any rogue can kill a target, but assassins make death into an art form. They specialize in quick, deadly kills that let them slide back into shadows undetected, or indirect kills that eliminate targets while the assassin is safely away.

Any dual-wield rogue should strongly consider making Assassin their specialization. Abilities like Hidden Blades make your daggers even deadlier, allowing you to strike multiple times, dealing enormous damage. Abilities like I Was Never Here and Knife in the Shadows make the Stealth ability (from Subterfuge) even more effective. Acquire Mark of Death to boost your party's damage output when engaging single targets—ideal for boss fights. The Cloak of Shadows focus ability allows your rogue (and the entire party) to remain undetected for a short period of time, ideal for staging deadly ambushes or sneaking past enemies.



Tempest (Specialization)

Description: These unpredictable experts specialize in using alchemical mixtures that wreathe them in frost or flame. Fast, chaotic, and possibly mad, they wade into the fight and dare enemies to face the storm.

Tempest emphasizes elixir-based abilities to give your rogue a tactical advantage during combat. Flask of Frost, Flask of Fire, and Flask of Lightning all provide unique benefits, but they can't be used simultaneously—you must wait for the effects of one elixir to expire before activating a new one. The Thousand Cuts focus ability allows your rogue to dash across the battlefield, slashing multiple foes before sinking daggers into the primary target's back, dealing heavy damage.

Flask of Frost

This flask coats you in an icy skin that increases your armor and freezes enemies that strike you in melee range. You can't use this ability while another elixir is active.

Damage Resistance: 85%
Duration: 5 seconds
Freeze Duration: 1

Bitter Chill

Activating Flask of Frost also taunts all nearby foes to attack you.

Radius: 5 meters

Unquenchable Flames

While Flask of Fire is active, all your abilities have no cooldown.

Flask of Fire

This flask coats you in flames that spur you to frenzied action. For a short time, your abilities cost no stamina, and enemies who attack you are knocked backward. You can't use this ability while another elixir is active.

Duration: 5 seconds

seconds

Cooldown Time: 32 seconds

Cost: 20 stamina

Flaskmaster

Your experience with elixirs has made you better equipped to handle potions and other consumables, letting you carry more of them at a time and giving you the chance not to use an elixir when you activate an elixir ability. This ability does not apply to healing potions.

Maximum Potions Bonus: 1

Chance to Activate: 25%

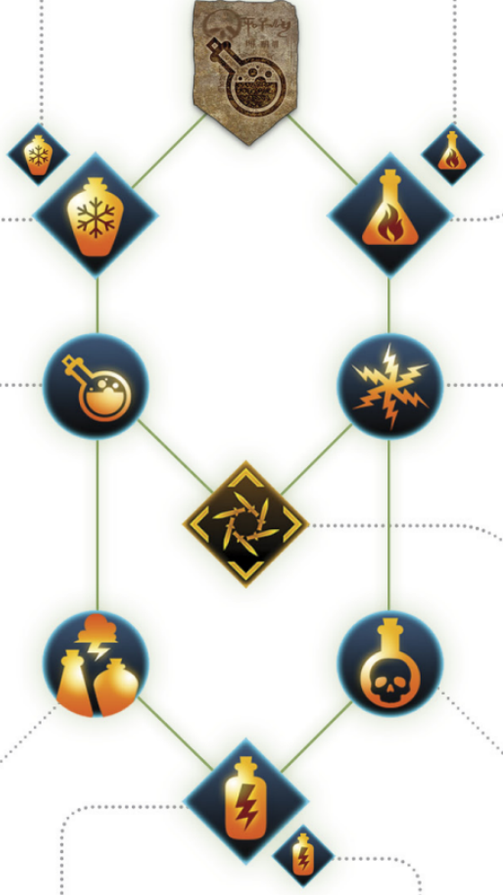
Dexterity on Unlock: +3

Ride the Storm

The effect of your elixir lasts longer if you activate one immediately after another expires.

Bonus Duration: 3 seconds

Dexterity on Unlock: +3



Cooldown Time: 32 seconds

Cost: 20 stamina

Fury of the Storm

When your stamina is exhausted, you fight even harder, lashing out with fury to win the fight.

Damage Bonus: 10%

Low Stamina Threshold: 50%

Constitution on Unlock: +3

Thousand Cuts

You choose a target, then dash to and fro—a shadow leaving blood with every leap. After you slice through other nearby foes, you land behind your target, striking deep. This ability consumes and is powered by focus.

Damage per Hit: 300% weapon damage

Tier 1 Number of Hits: 12

Tier 2 Number of Hits: 25

Tier 3 Number of Hits: 38

Flask of Lightning

This flask sends you into a heightened state of incredible speed. Everyone on the battlefield except you moves much more slowly for a short time. You can't use this ability while another elixir is active.

Duration: 5 seconds

Speed Reduction: 60%

Cooldown Time: 32 seconds

Cost: 20 stamina

Quicksilver

Your Flask of Lightning is more concentrated. Time almost seems to stand still around you.

Speed Reduction Bonus: 39%

Bonus Duration: 2 seconds

Killer's Alchemy

You can use more concentrated elixirs that give you an uncanny edge in battle. You do bonus damage with all attacks for a short time whenever you use an elixir or potion. The effect stacks.

Damage Bonus: 15%

Duration: 10 seconds

Constitution on Unlock: +3

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Classes and Abilities

Warrior

Warriors are frontline combatants, able to withstand incredible punishment in heavy armor. They are proficient in the use of two-handed weapons like mauls and greatswords but may combine a smaller weapon with a shield for added defense.

- Unique Class Skill: Wall Bash

Two-Handed Starting Abilities

Ability	Name	Description
	Mighty Blow	You deliver a powerful attack that crumples foes, leaving them knocked down for a short time. You do more damage to targets that are already knocked down.
	War Cry	You taunt all nearby enemies with a shouted challenge, gaining extra guard for each enemy affected.

Weapon and Shield Starting Abilities

Ability	Name	Description
	Payback Strike	You recover from any disabled condition and lash out with a great blow against nearby enemies. If you've recently taken damage, you hit that much harder and stagger your foes.
	War Cry	You taunt all nearby enemies with a shouted challenge, gaining extra guard for each enemy affected.

Warrior Starting Stats

Stats	Two-Handed	Weapon and Shield
Attributes		
Strength	11	11
Dexterity	10	10
Magic	10	10
Cunning	10	10
Willpower	10	10
Constitution	10	10
Offensive		
Attack	0%	4%
Guard Damage Bonus	1%	1%
Armor Penetration	11%	0%
Barrier Damage Bonus	0%	0%
Critical Damage Bonus	40%	40%
Critical Chance	5%	5%
Main-Hand Damage	60	43
Off-Hand Damage	60	5
Bleed on Hit	0%	0%
Stagger on Hit	0%	0%
Heal on Kill	0%	0%
Flanking Damage Bonus	25%	25%
Defensive		
Magic Defense*	0%	0%
Melee Defense*	6%	9%

Ranged Defense*	0%	0%
Cold Resistance	0%	0%
Electrical Resistance	0%	0%
Fire Resistance	0%	0%
Guard	59	40
Armor Rating	46	44
Armor Rating: Front	46	49
Maximum Health	562	562
Bleed on Being Hit	0%	0%
Stagger on Being Hit	0%	0%
Other		
Maximum Focus	100	100
Focus Gain Bonus	0%	0%
Maximum Mana/Stamina	100	100
Cooldown Modifier	0%	0%

* Base stats listed. Elves get a 25 percent bonus to ranged defense, dwarves get a 25 percent bonus to magic defense, and Qunari get a 25 percent bonus to melee defense.

Warrior Specializations

Specialization	Name	Details
	Champion	Complete Way of the Champion offered by Lord Chancellor de Lion in Skyhold.
	Reaver	Complete Way of the Reaver offered by Breaker Thram in Skyhold.
	Templar	Complete Way of the Templar offered by Ser in Skyhold.

Tactical Considerations

Combining taunts, special moves, blocks, counters, and guard-generating abilities, warriors are far more than just tanks. Their presence is essential to your party's survival. Warriors are responsible for doing the heavy lifting, absorbing large amounts of damage while drawing the attention of hostile forces with taunts. Many abilities allow a warrior to build guard. Think of this as a secondary health bar, represented by small armor icons covering the warrior's health bar—a warrior's guard must be completely eliminated before they take damage to their health. By equipping heavy armor and deploying guard-building abilities, warriors can withstand extreme punishment while lashing out at the enemy with their own devastating arsenal of weapons.

When it comes to offense, few classes can match the raw damage output of the two-handed warrior. Capable of equipping massive two-handed weapons, this warrior swings the weapon in wide arcs, striking all enemies nearby. As a result, the two-handed warrior thrives in the heat of battle, surrounded by hostile forces. But close proximity to multiple threats can wear down this warrior fast. As a result, deploy guard-building abilities like War Cry and Charging Bull to reinforce the two-handed warrior's health. Seek out more defensive-oriented abilities and the heaviest armor you can find to further extend your two-handed warrior's lifespan.

Weapon-and-shield warriors take a more balanced approach to combat, utilizing a shield to absorb (and even turn away) most attacks. Their one-handed weapons are significantly weaker than those carried by their two-handed counterparts, but their ability to withstand greater punishment makes them better suited for tanking enemies. Taunt abilities like War Cry and Challenge come in handy for luring enemies while increasing the warrior's guard. Consider selecting the Shield Wall ability early on to enhance your warrior's guard. Likewise, constantly seek out better weapons and armor to maintain an edge in each engagement.

Note

You can play as a warrior who has abilities in both Weapon and Shield and Two-Handed Weapon, but most players will choose one to specialize in. Battlemaster and Vanguard work equally well with a two-handed weapon or a weapon and shield.

Developer Tip

As a warrior I like to spec into Charging Bull as quickly as I can. Not only does it help to move around faster but it also can bash doors down as you run into them.

— Leo Potvin, QA Tester , Testing and QA II

Wall Bash

Sometimes warriors don't need a door—they can make their own by thrusting their boot through a weak wall. Like the rogue's lock-picking skill, this skill allows warriors to gain access to areas that are otherwise off-limits. These secret chambers are often filled with loot and other items beneficial to your party. Look for the bash icon to determine the location of these weak walls—conducting searches also highlights these walls. Using a warrior, interact with these weak walls to knock them down.

Warrior Abilities

Weapon and Shield

Description: Experts in this style are still on their feet after punishment that would kill their allies. They use their shield to protect themselves and stagger their enemies.

Any warrior carrying a shield into battle should invest heavily in this discipline to acquire a good mix of offensive and defensive abilities. Rookie warriors can significantly expand their lifespan with Shield Wall, allowing them to block attacks and build guard. While the offensive abilities are beneficial, focus on abilities that improve your warrior's defense, like Bear Mauls the Wolves, Turn the Bolt, and Turn the Blade—these abilities are ideal for tanking, making your warrior a damage sponge.

Shield Bash

Many foes think a shield is just for defense. You correct that mistake with a brutal slam that does bonus damage to an enemy's guard.

- **Damage:** 300% weapon damage
- **Bonus Damage vs. Guard:** 800%
- **Cooldown Time:** 8 seconds
- **Cost:** 35 stamina

Ring the Bell

You now lunge forward with Shield Bash, and you do even greater damage to an enemy's guard.

- **Bonus Damage vs. Guard:** 400%

Turn the Blade

Any blow you can see, you can turn aside. All damage coming from the front is reduced.

- **Damage Resistance:** 20%
- **Constitution on Unlock:** +3

The farther you lunge before striking your target, the more damage you do to them.

- **Damage Bonus:** 75% at 5 meters
- **Damage Bonus:** 250% at 10 meters

Lunge and Slash

You lunge forward, then spin with a slashing strike if your first blow connects. You can use this attack to close with opponents.

- **Damage:** 175% weapon damage
- **Cooldown Time:** 8 seconds
- **Cost:** 35 stamina
- **Impact Detonator Ability:** Use on incapacitated foes for a combo.

Two-Handed Weapon

Description: Experts in this style crush their enemies with massive blows that can break any guard, shatter any armor, and destroy any opponent.

Two-handed warriors seeking greater offensive prowess should consider investing in this style. Take advantage of devastating area-of-effect attacks like Whirlwind and Earthshaking Strike to make your mark on the battlefield. Or knock your foes off their feet with Mighty Blow. But don't overlook Block and Slash and Flawless Defense. These abilities allow you to minimize incoming damage and build guard—something any two-handed warrior will need to stay alive.

Block and Slash

You stand ready to deflect the next incoming attack and deliver a punishing counter to your attacker.

Damage: 150% weapon damage

Cost: 10 stamina (+5 stamina per second)

Flawless Defense

Countering an enemy's attack now does bonus damage and adds to your guard.

Damage Bonus: 50%

Guard Amount: 15%

Easy Target

Might Blow costs less stamina and deals increased damage against targets that have been knocked down.

Cost Reduction: 15 stamina

Damage Bonus: 300%

Mighty Blow

You deliver a powerful attack that crumples foes, leaving them knocked down for a short time.

Damage: 200% weapon damage

Damage Bonus: 200%

Cooldown Time: 16 seconds

Cost: 50 stamina

Impact Detonator Ability: Use on incapacitated foes for a combo.

Flow of Battle

Every critical hit reduces the cooldown times on your abilities, giving you the edge to finish off your enemy.

Cooldown Reduction: 1 second

Strength on Unlock: +3

Shield Breaker

Your critical hits crack armor and rend shields, sundering your enemy's armor for a short time.

Armor Reduction: 20%

Duration: 6 seconds

Strength on Unlock: +3

Lightning Jab

Pommel Strike hits harder and faster.

Cooldown Reduction: 4 seconds

Stun Duration Bonus: 1 second

Rising Winds

Whirlwind becomes more effective the longer you sustain it.

Damage Bonus per Rotation: 15%

Pommel Strike

You lash out with a fast strike that briefly stuns your target.

Damage: 300% weapon damage

Stun Duration: 3 seconds

Cooldown time: 20 seconds

Cost: 35 stamina

Whirlwind

You spin with your weapon outstretched, cutting through any enemies in your path.

Damage per Hit: 70% weapon damage

Cooldown Time: 24 seconds

Cost: 10 stamina

Impact Detonator Ability: Use on incapacitated foes for a combo.

Guard-Smasher

You've learned how to batter through your enemy's defenses, doing more damage to their guard with every hit.

Bonus Damage vs. Guard: 100%

Strength on Unlock: +3

Earthshaking Strike

Your great blow tears open the ground with a shockwave that batters enemies caught in its path.

Number of Hits: 2

Damage per Hit: 150% weapon damage

Area of Effect: 12 meters

Cooldown Time: 20 seconds

Cost: 50 stamina

Shattered Ground

Flames erupt from the fissure left by Earthshaking Strike, damaging enemies that cross it.

Duration: 8 seconds

Burning: 20% weapon damage per second

Burning Duration: 8 seconds

Clear a Path

Hitting multiple targets with a single swing of your weapon restores your stamina for each extra target.

Stamina Restored: 10%

Strength on Unlock: +3

Battlemaster

Description: These cunning warriors control the battlefield and everyone on it. They bolster their allies, hamper their enemies, and take advantage of any sign of weaknesses.

Any warrior can benefit from the abilities in this style, starting off with Grappling Chain—this is great for yanking pesky archers and mages into melee range. If you're looking to gain a serious advantage for your party, invest in the horn-based abilities at the bottom of the tree. Use Horn of Valor to bolster your party members or War Horn to strike fear into the hearts of your enemies. Also, many abilities in this discipline provide a permanent boost to your warrior's Strength.

Grappling Chain

With a hooked chain and a lot of muscle, you drag your target into arm's reach.

Damage: 100% weapon damage

Cooldown Time: 12 seconds

Cost: 20 stamina

Give Them the Boot

After Grappling Chain drags an opponent to you, you stun them with a hard kick.

Damage: 200% weapon damage

Stun Duration: 3 seconds

Hamstring

When you attack a target from behind, you leave them slowed.

Speed Reduction: 50%

Duration: 3 seconds

Strength on Unlock: +3

Combat Roll

You dive and roll to where the battle needs you to be, whether it's escaping from a group or moving to flank an opponent.

Cooldown Time: 2 seconds

Cost: 20 stamina

Crippling Blows

You know how to take the fight out of foes. Your critical hits leave enemies weakened. The effect stacks.

Deep Reserves

You get your breath back faster than most. When your stamina is very low, it regenerates more quickly.

Damage Reduction: 15%
Duration: 10 seconds
Strength on Unlock: +3

Coup de Grace

You deal more damage against enemies that are stunned or knocked down. Better them than you.

Damage Bonus: 30%
Strength on Unlock: +3

Horn of Valor

Your war horn's blast rings across the battlefield, giving allies the strength to fight harder.

Damage Bonus: 15%
Armor Bonus: 15%
Duration: 10 seconds
Cooldown Time: 18 seconds
Cost: 35 stamina

That's the Spirit

Your horn's blast calls your allies to even greater glory.

Damage Bonus: 35%

Low Stamina Threshold: 50%
Stamina Generation Rate Bonus: 50%
Strength on Unlock: +3

War Horn

Your war horn's blast puts fear into the hearts of your foes, leaving them panicked.

Area of Effect: 8 meters
Fear Duration: 6 seconds
Cooldown Time: 24 seconds
Cost: 35 stamina

Break Their Spirit

War Horn now shatters your enemy's guard, and panicked enemies are too shaken to defend themselves, leaving their armor sundered.

Armor Reduction: 20%
Bonus Damage vs. Guard: 1,200%

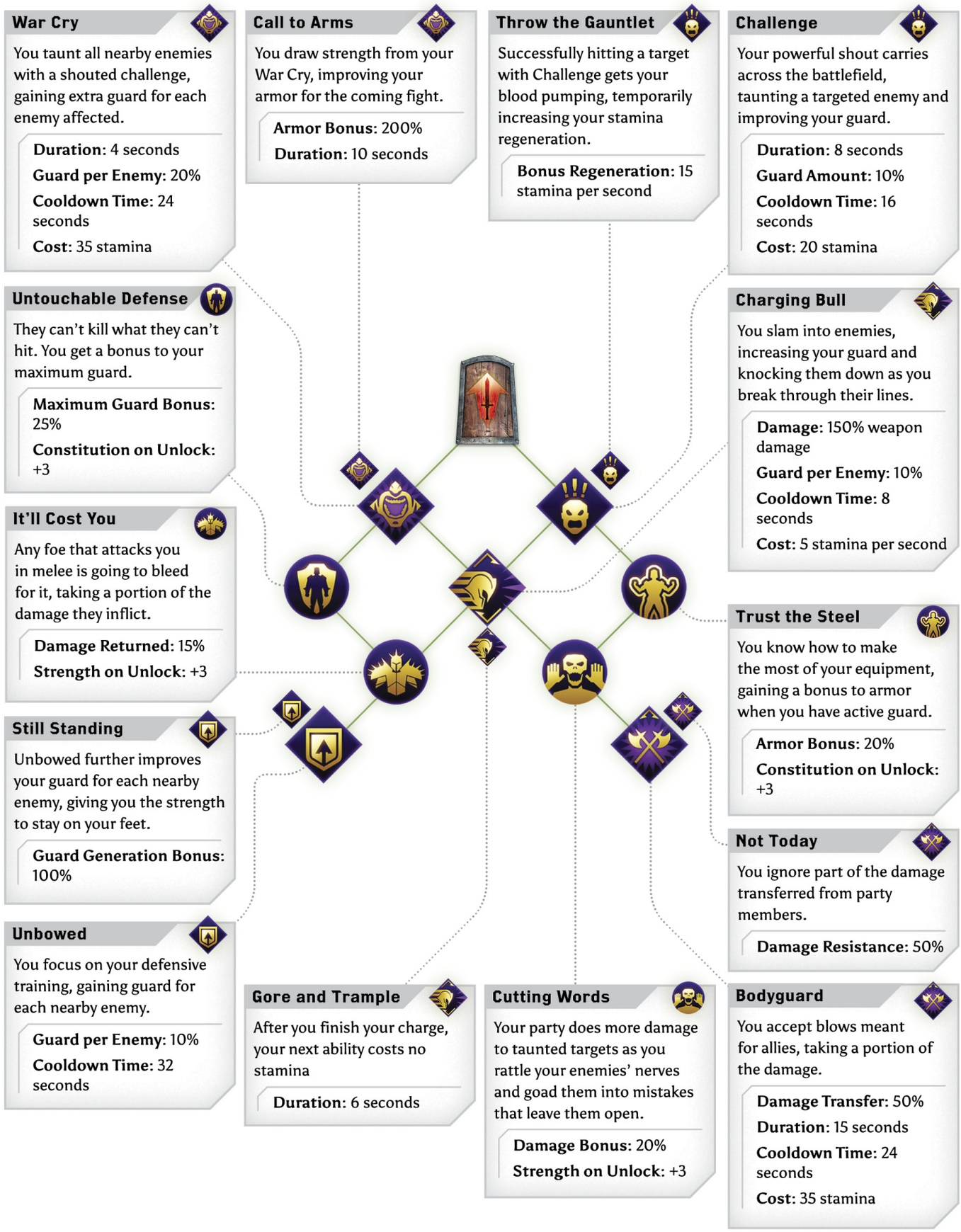
Roll with It

You can now use Combat Roll to recover from most disabling conditions.

Vanguard

Description: These stalwart warriors protect their allies by making themselves the biggest target on the battlefield. When enemies take the bait, vanguards pick them apart with brutal precision.

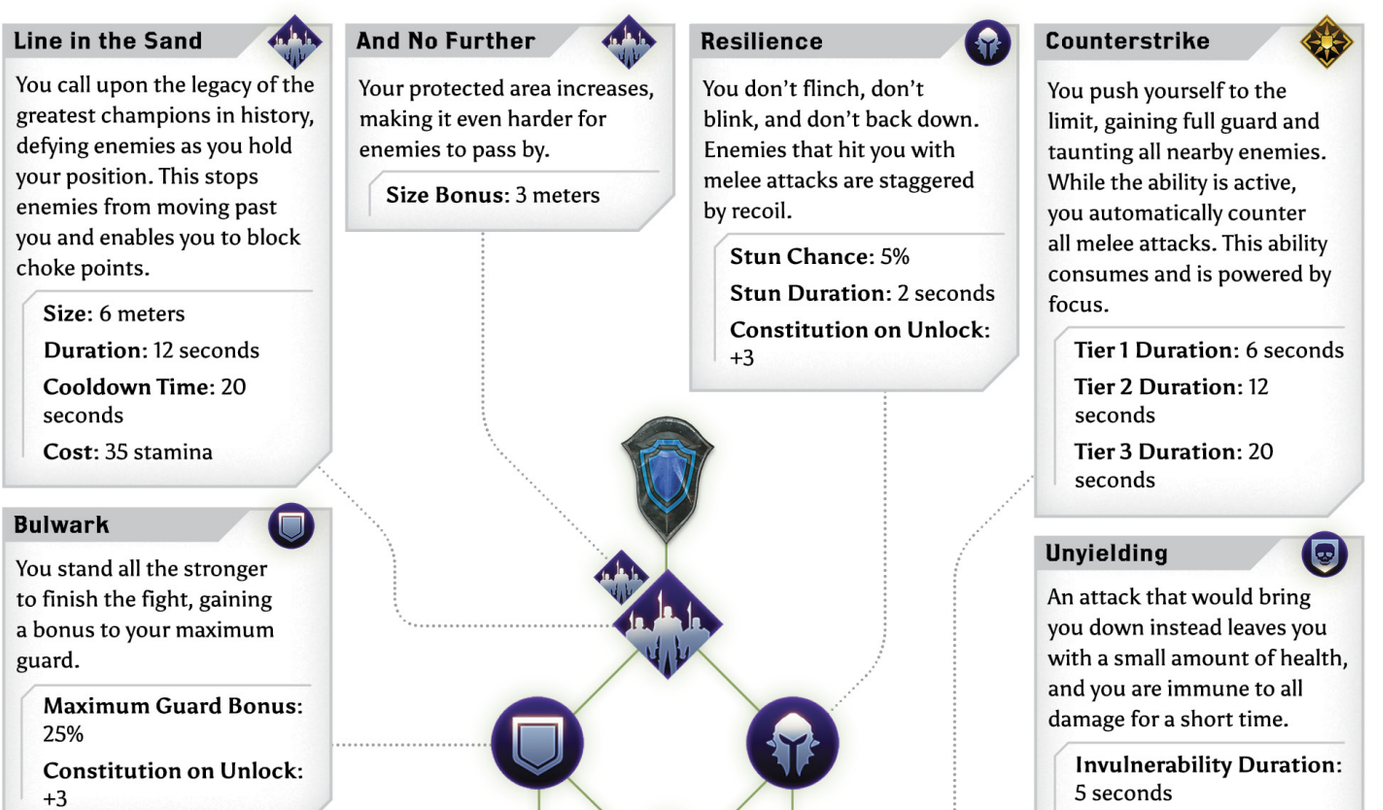
Warriors eager to draw attention away from their more vulnerable party members can find plenty of beneficial abilities within this discipline. Use War Cry and Challenge to lure enemies toward you, making them ignore your other party members—these abilities also build guard. Once you've acquired an enemy's attention, look for opportunities to increase your guard even more with abilities like Charging Bull, Trust the Steel, and Unbowed.

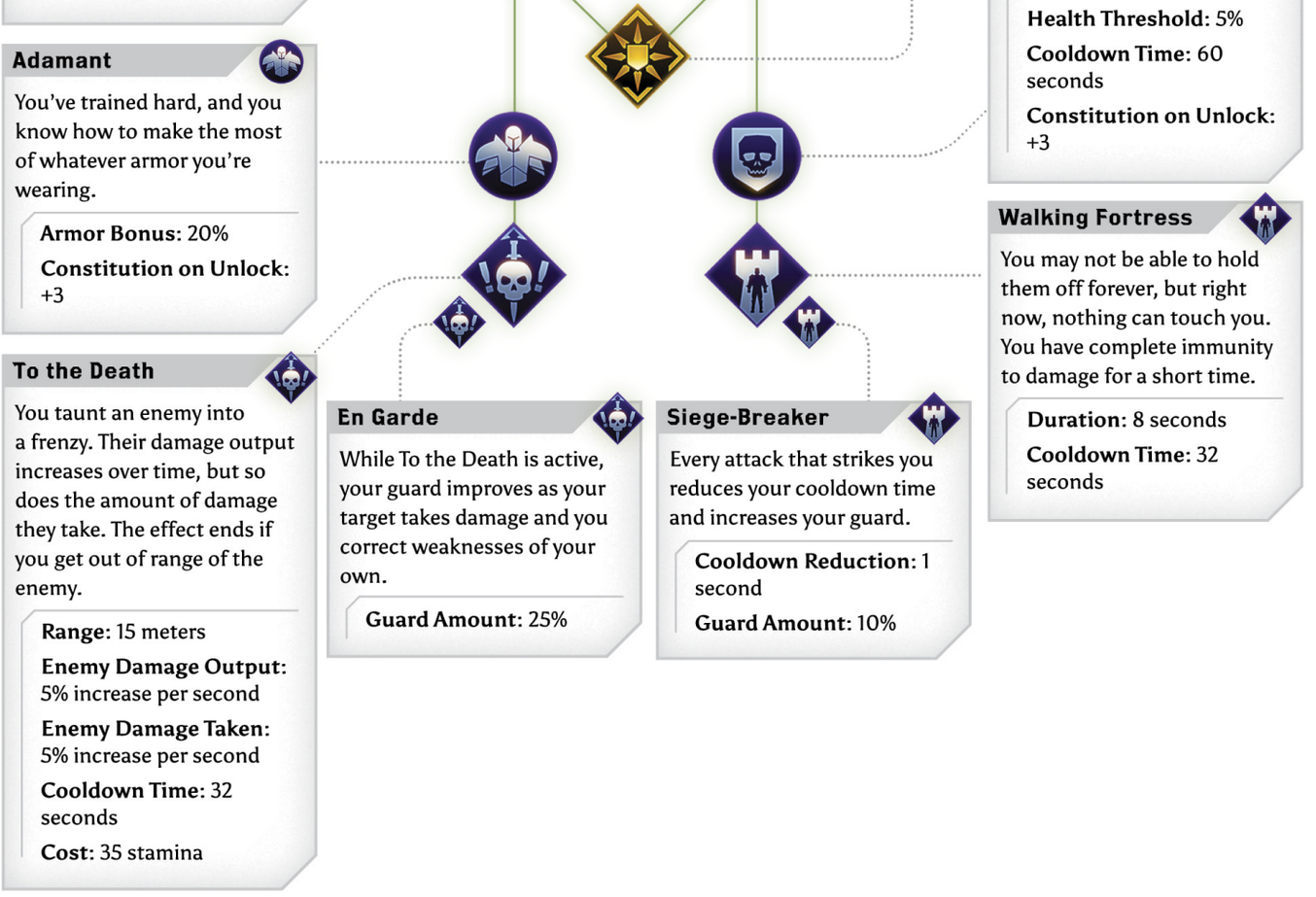


Champion (Specialization)

Description: These powerful defenders protect their allies from harm, standing strong against devastating blows with expert training and fierce determination. Enemies can't kill them—and usually can't survive them.

If you're playing as a weapon-and-shield warrior, the Champion specialization is definitely worth considering. The abilities in this emphasize defense and guard, ideal for tanking. Line in the Sand is a good example—use this ability to dominate narrow passages such as doorways and staircases, preventing enemies from passing. Abilities like Counterstrike and Walking Fortress come in handy during those desperate moments when your warrior needs a temporary defensive boost to withstand incoming attacks. Or if you've built plenty of guard, and feel confident, consider activating To the Death, boosting the damage output of both you and your foe. The passive abilities in this tree are all beneficial too, increasing your warrior's durability.



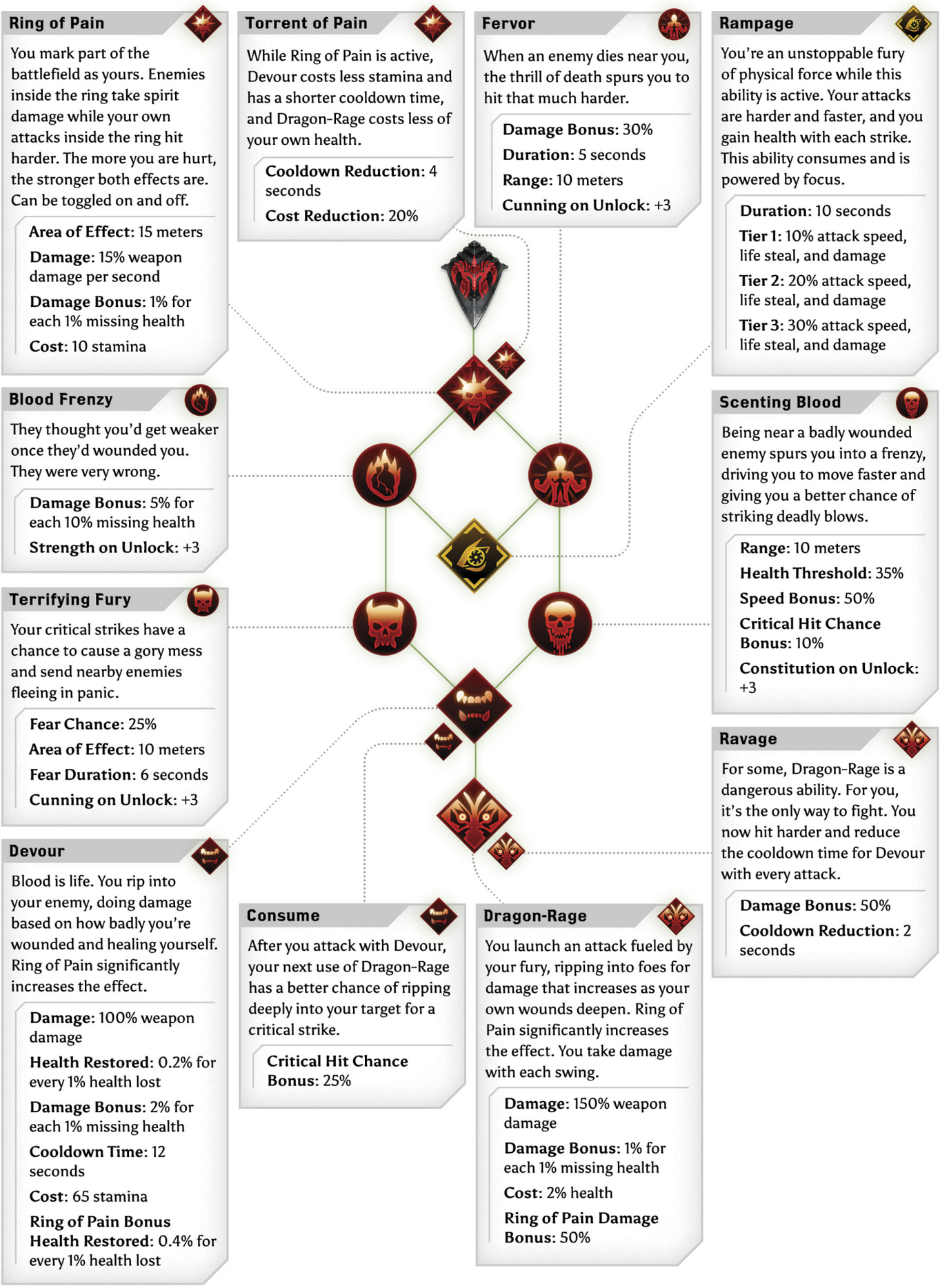


Reaver (Specialization)

Description: As the battle gets bloodier, these vicious and deadly warriors get even more brutal. Hurting them just makes them mad, a mistake most enemies don't live to repeat.

With the Reaver specialization, your warrior turns the chaos (and pain) of battle to their advantage with a series of powerful

(and potentially dangerous) offensive-oriented abilities. This is a high-risk/high-reward discipline, since most of the abilities benefit the warrior when their health is low. When possible, activate Ring of Pain before triggering Devour or Dragon-Rage for some truly devastating bonuses. Rampage, a focus ability, sends your warrior into a brief frenzy, boosting attack speed and damage while stealing health from enemies. The passive abilities only add to your warrior's prowess on the battlefield, making Reaver the definitive offensive specialization for warriors.



Templar (Specialization)

Description: These unrelenting warriors specialize in fighting mages and demons. No enemy's magic can withstand them, and they inspire and protect their allies with their righteous power.

Warriors who specializes in the Templar discipline empower not only themselves, but those around them, making every battle a little easier. Whether dispelling hostile magic with Spell Purge or inspiring your comrades with Blessed Blades or Rally, this discipline puts an emphasis on supporting the party—even most of the passive abilities improve the entire party's performance. The pinnacle of this tree is the Wrath of Heaven AoE ability, stunning enemies and damaging demons—this is very effective when attempting to seal Fade rifts.

Damage Bonus: 10%

Strength on Unlock: +3

seconds

Willpower on Unlock: +3

Rally

You inspire your allies to fight harder. Your party's guard, stamina, and mana build over time, and all party members gain damage resistance against incoming attacks. This ability consumes and is powered by focus.

Duration: 15 seconds

Tier 1: 10% guard generation and stamina/mana regeneration per second, 10% damage resistance

Tier 2: 20% guard generation and stamina/mana regeneration per second, 20% damage resistance

Tier 3: 30% guard generation and stamina/mana regeneration per second, 30% damage resistance

There Is No Darkness

Your faith is your protection against the elements, and not for you alone. The entire party gains increased resistance to fire, ice, electric, and spirit damage.

Damage Resistance: 10%

Willpower on Unlock: +3

Wrath of Heaven

You summon a blinding pillar of light that stuns nearby enemies and damages demons.

Damage: 400% weapon damage

Area of Effect: 4 meters

Stun Duration: 4 seconds

Cooldown Time: 24 seconds

Cost: 65 stamina

The Last Sacrifice

Even should you fall, you give your allies strength to fight harder in your name.

Health Amount: 100%

Damage Bonus: 50%

Duration: 10 seconds

Cooldown Time: 60 seconds

Constitution Unlock: +3

Embrace the Light

Wrath of Heaven does even more damage to demons and leaves enemies stunned longer.

Damage Bonus: 300%

Stun Duration Bonus: 2 seconds

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Classes and Abilities

Mage

Mages channel magical power into spells capable of a wide range of effects, from debilitating opponents to protecting allies to unleashing devastating elemental energy. Those who wield magic are widely feared for their abilities, and their rebellion against Chantry control has left the land in chaos.

Unique Class Skills: Veilfire, Energize, Destroy Magical Barriers

Mage Starting Abilities

Ability	Name	Description
	Chain Lightning	You unleash a blast of lightning that shocks one target and arcs to nearby enemies.
	Flashfire	You ignite an enemy with searing pain and send them fleeing in panic.

Mage Specializations

Specialization	Name	Details
	Knight-Enchanter	Complete Way of the Knight-Enchanter offered by Commander Helaine in Skyhold.
	Necromancer	Complete Way of the Necromancer offered by Viuus Anaxas in Skyhold.
	Rift Mage	Complete Way of the Rift Mage offered by your trainer in Skyhold.

Mage Starting Stats

Stats	Mage
Attributes	
Strength	10
Dexterity	10
Magic	11
Cunning	10
Willpower	10
Constitution	10
Offensive	
Attack	0%
Guard Damage Bonus	0%
Armor Penetration	0%
Barrier Damage Bonus	12%
Critical Damage Bonus	40%
Critical Chance	5%
Main-Hand Damage	17
Off-Hand Damage	17
Bleed on Hit	0%
Stagger on Hit	0%
Heal on Kill	0%
Flanking Damage Bonus	25%
Defensive	
Magic Defense	6%
Melee Defense*	0%
Ranged Defense*	0%
Cold Resistance	0%
Electrical Resistance	0%
Fire Resistance	0%

Guard	0
Armor Rating	38
Armor Rating: Front	38
Maximum Health	456
Bleed on Being Hit	0%
Stagger on Being Hit	0%
Other	
Maximum Focus	100
Focus Gain Bonus	0%
Maximum Mana/Stamina	100
Cooldown Modifier	0%

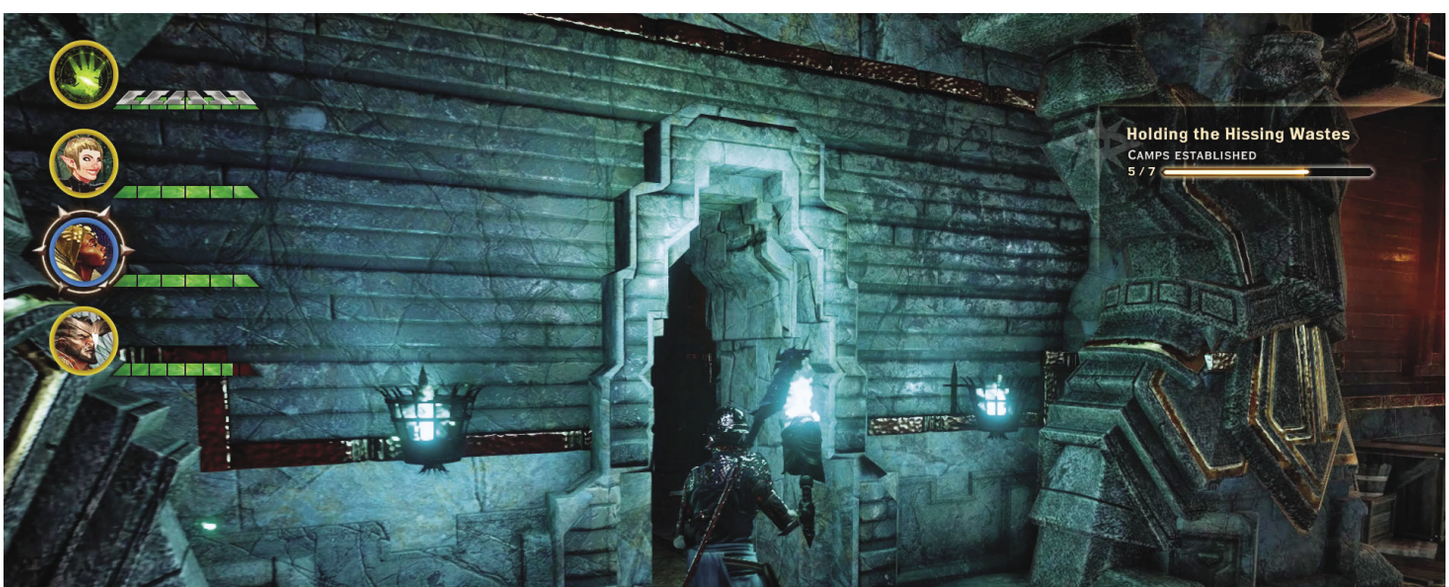
* Base stats listed. Elves get a 25 percent bonus to ranged defense and Qunari get a 25 percent bonus to melee defense. Dwarves cannot be mages.

Tactical Considerations

Mages remain a formidable threat in *Dragon Age: Inquisition*, capable of casting a variety of elemental spells. But without the support of a balanced party, mages won't last long in battle. So make sure your mage is accompanied by at least one warrior—warriors are needed to taunt enemies, preventing your mage from getting overwhelmed by hostile forces.

Armed with elementally charged staves, mages fill a very specialized role on the battlefield, with an emphasis on ranged combat. As with a rogue archer, keep your mage out of harm's way, picking apart enemies from a safe distance. Of all the classes, mages are the most vulnerable to physical attacks, suffering from low health and minimal armor protection. As a result, take steps to bolster your defensive stats and consider investing in evasive abilities like Fade Step. Barrier is another wise choice, extending a protective barrier around your mage (and allies) for a short time. But before spending your ability points, take into consideration what kind of mage you want to create. A mage with awesome offensive abilities? Or one that fills a more supportive role, protecting, healing, and reviving allies? Study the available abilities and formulate a gameplan early on. Creating a jack-of-all-trades mage can be effective but may prevent you from accessing the more powerful abilities in each discipline's tree.

Veilfire



During your journeys you're likely to encounter some unique braziers that can only be lit by a mage. Use a mage to interact with these braziers to create veilfire. Once lit, these blue flames can be toted around on torches (by any class) to reveal ancient runic writing. If there's a veilfire brazier nearby, chances are there's some hidden writing on one of the nearby walls. This is one way to acquire rune schematics. Use these to create new runes, enhancing your party's equipment.

Energize

Mages can also use their magic to energize debris, creating makeshift bridges and ramps necessary to access areas that are otherwise off-limits. An energize icon will appear wherever these repairs can be made. Perform an interaction at these points to energize nearby objects, rearranging them to open a new path.

Developer Tip

A cool and highly effective combat combo is using Mark of the Rift in combination with Static Cage.

— Jason Baxter, QA Tester

Magical Barriers

Some passages are walled off by magical barriers powered by elemental magic. Only mages can destroy these barriers, giving the party access to restricted areas, often containing loot. There are three types of magical barriers: fire (red), ice (blue), and spirit (purple). While any mage staff can defeat a magical barrier, use a staff of an opposite elemental magic to drop a barrier faster. For instance, use a fire staff to quickly eliminate an ice barrier, an ice staff to dispel a fire barrier, and an electrical staff to drop a spirit barrier. No other weapons will work against these barriers.

Mage Abilities

Spirit

Description: Masters of this school of magic call upon spirits for protection, as well as the essence of the Fade itself. Their spells disrupt hostile magic, create defensive barriers, and even heal injuries.

Investing in Spirit is a wise move for mages looking to fill a more supportive and defensive role within their party. Barrier, a spell that extends a magical shield around allies, is the cornerstone of this school of magic. This functions much like guard for warriors, serving as a temporary health bar. While all abilities in this tree are beneficial, focus on those that improve Barrier, like Elegant Defense, Transmute Magic, Fortifying Blast, and Strength of Spirits. Dedicated students of this discipline should strive to unlock Revival, capable of raising fallen allies on the battlefield. Also, don't overlook Dispel. If you cast Dispel on a green-glowing spot near a rift before a demon arrives (usually between the first and second waves of a rift fight), Dispel will prevent a demon from being summoned, essentially taking one enemy out of the rift fight early. This makes Dispel incredibly useful while closing rifts.

Storm

Description: Masters of this school of magic call forth the power of thunder and lightning. Their spells paralyze foes and arc from one enemy to another.

The abilities in this school allow a mage to harness the devastating properties of electricity to shock and paralyze their foes. When shocked, an enemy takes more damage from magic-based attacks. Paralysis simply renders a foe immobile and defenseless for a short time. If you're looking to dabble in this discipline, Chain Lightning is a good starting point. With continued investment in this tree, work your way to learning Static Cage and Lightning Cage for the ultimate display of Storm's awesome power.

Chain Lightning

You unleash a blast of lightning that shocks one target and arcs to nearby enemies.

- **Distance:** 5 meters
- **Number of Hits:** 4
- **Electric Damage:** 250% weapon damage
- **Shocked Duration:** 8 seconds
- **Cooldown Time:** 8

Arcing Surge

Chain Lightning arcs farther and hits more targets.

- **Distance Bonus:** 4 meters
- **Additional Hits:** 2

Energy Bombardment

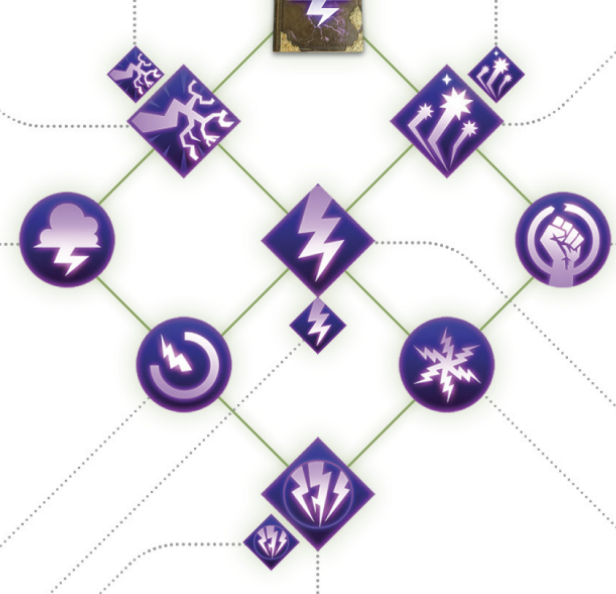
Each hit from Energy Barrage lowers the target's resistance to your staff's magic type for a short time.

- **Magic Resistance:** -2%

Energy Barrage

You launch a salvo of elemental blasts from your staff that homes in on targets ahead of you.

- **Projectiles:** 12
- **Damage per Hit:** 66% weapon damage
- **Cooldown Time:** 16 seconds
- **Cost:** 50 mana
- **Eldritch Detonator**



seconds

Cost: 50 mana

Stormbringer

The storm comes to your aid even without your calling it. When you are in combat, lightning will periodically strike a random nearby enemy.

Electric Damage: 300% weapon damage

Radius: 25 meters

Cooldown Time: 15 seconds

Magic on Unlock: +3

Gathering Storm

You use your staff's energy to fill the area with sympathetic magic. Each basic attack shortens your active cooldown time.

Cooldown Reduction: 0.5 second

Willpower on Unlock: +3

Exploding Bolt

Lightning Bolt does more damage if there are other enemies nearby, and if there are enough close to the striking point, a wave of force will knock back all enemies except for the paralyzed primary target.

Damage Bonus: 200% for every creature within 4 meters

Combo: Use on incapacitated foes for a combo.

Conductive Current

The more magical energy you expend, the more damage your spells do.

Damage Bonus: 5% for every 10% missing mana

Magic on Unlock: +3

Lightning Bolt

You summon a bolt of lightning that blasts and paralyzes a single target. If other nearby enemies are nearby, the bolt will paralyze the target for longer.

Electric Damage: 200% weapon damage

Paralyzed Duration: 2 seconds per nearby enemy

Cooldown Time: 24 seconds

Cost: 65 mana

Static Cage

You trap enemies inside an electricity field that paralyzes those that try to leave.

Duration: 8 seconds

Area of Effect: 9 meters

Paralyzed Duration: 2 seconds

Cooldown Time: 32 seconds

Cost: 65 mana

Lightning Cage

Static Cage is now powerful enough to hurt or even kill enemies who leave its boundaries. Whenever an enemy in the cage takes damage, a lightning bolt strikes them, dealing bonus electricity damage.

Electric Damage: 50% weapon damage

Static Charge

You sheathe yourself in lightning while casting spells. Enemies that attempt to interrupt your casting with attacks are struck by arcs that leave them paralyzed.

Electric Damage: 100% weapon damage

Shocked Duration: 6 seconds

Constitution on Unlock: +3

Developer Tip

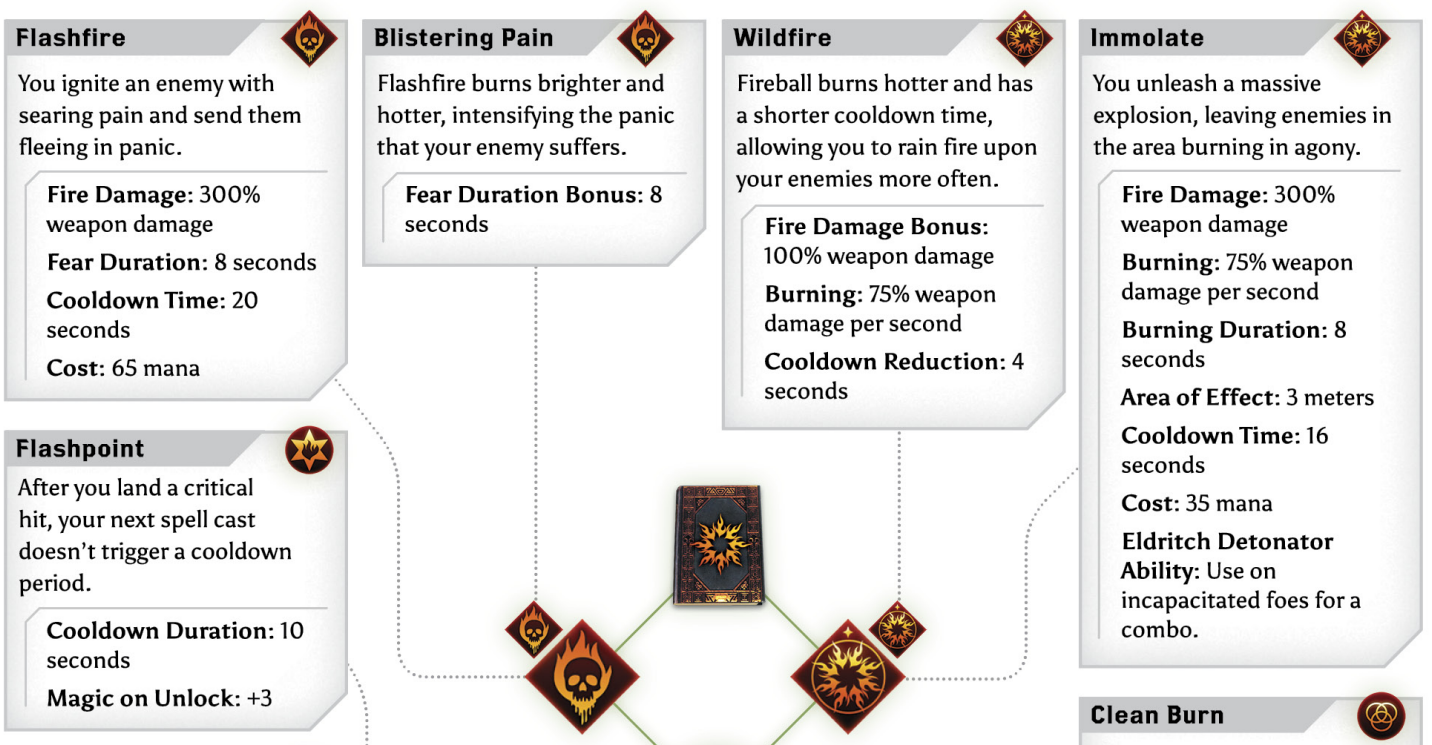
The projectiles launched by the mage ability Energy Barrage slide along walls, floors, and ceilings. So don't hesitate to use it in a tight area like a corridor.

– Thomas Roy, Software Developer

Inferno

Description: Masters of this school of magic dominate the battlefield with unrelenting fire. Enemies who survive the initial blast are driven mad with terror or burn to death in unquenchable flames.

The allure of conjuring fire and using it as a weapon makes Inferno a very appealing discipline. Beyond the expected burning status effect, which slowly drains an enemy's health for a time, some of these spells also imbue panic, causing foes to disengage from combat. Even if your mage isn't intending to become a master of this discipline, having a few of these spells in your arsenal never hurts—Immolate is a great entry-level AoE spell.



Pyromancer

You have mastered the summoning of fire, increasing your effectiveness when panicking or burning enemies.

- **Burning Duration Bonus:** 25%
- **Fear Duration Bonus:** 25%
- **Willpower on Unlock:** +3

Searing Glyph

Targets hit by Fire Mine are launched into the air and set aflame, leaving them burning.

- **Burning:** 200% weapon damage per second
- **Burning Duration:** 8 seconds

Fire Mine

You mark the ground with a glyph that takes a short time to prime. Once it is ready, it will erupt into flame when an enemy crosses it, damaging and staggering the target.

- **Fire Damage:** 1,600% weapon damage
- **Activation Delay:** 3 seconds
- **Cooldown Time:** 24 seconds
- **Cost:** 35 mana

Chaotic Focus

When you cast a fire spell, the spell consumes half of your current barrier to empower it. The larger the barrier consumed, the greater the bonus to the spell's damage.

- **Barrier Bonus:** 50%
- **Magic on Unlock:** +3

Wall of Fire

You conjure a flaming barrier that burns and panics enemies that pass through it.

- **Size:** 6 meters
- **Duration:** 20 seconds
- **Burning:** 200% weapon damage per second
- **Burning Duration:** 8 seconds
- **Fear Duration:** 4 seconds
- **Cooldown Time:** 32 seconds
- **Cost:** 35 mana

Lasting Flames

Wall of Fire creates a larger wall, and its flames burn longer on enemies that pass through it.

- **Size Bonus:** 3 meters
- **Damage Duration Bonus:** 4 seconds

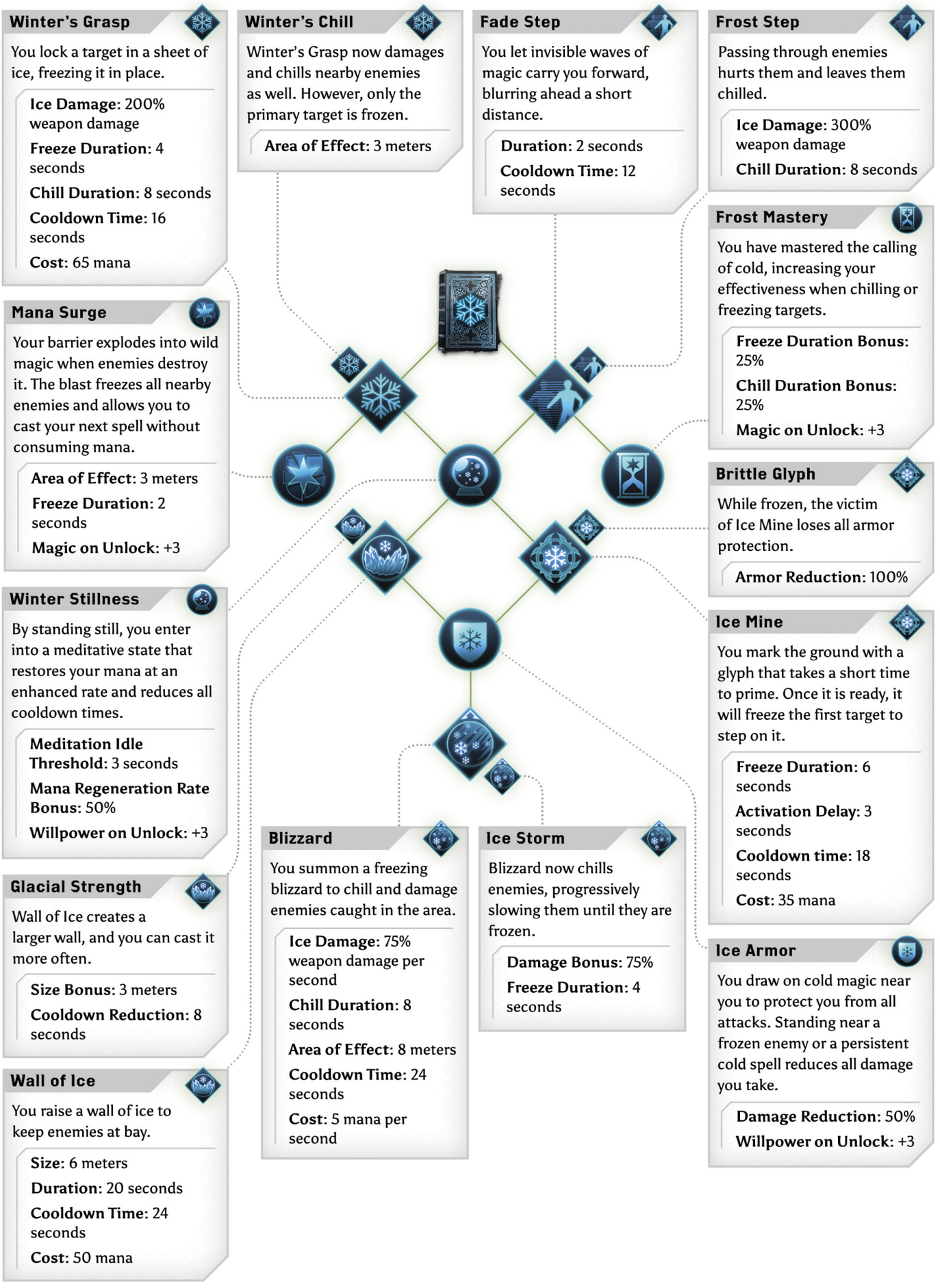
Your spells burn away ambient magic that would otherwise slow down your casting. Every spell you cast shortens your active cooldown times.

- **Cooldown Reduction:** 1 second
- **Willpower on Unlock:** +3

Winter

Description: Masters of this school of magic summon cold that bites deeper than the cruelest winter. Their icy spells slow and weaken enemies.

The active abilities within this tree are extremely versatile, with an emphasis on applying frozen and chilled status effects on enemies. When enemies are frozen, they're encased in ice and unable to defend themselves or attack for a short period of time. Chilled enemies move slower and, thus, attack less frequently. But don't overlook the passive abilities here too—Winter Stillness, Frost Mastery, and Ice Armor grant permanent stat bonuses when unlocked.



Knight-Enchanter (Specialization)

Description: These rare mages received special dispensation from the Chantry to serve in battle. They summon blades from the Fade and are experts in protection and defense.

Mages seeking greater defensive and supportive abilities should consider choosing Knight-Enchanter as their specialization. Start with Spirit Blade, using it to keep encroaching enemies at bay. Fade Cloak offers the perfect escape, making yourself invulnerable for a brief time. The Resurgence focus ability is the best revival and healing spell available, bringing all party members (including fallen ones) back to full health—this will come in handy during those challenging battles. Or use Disruption Field to slow your enemies, allowing you to retreat to a safe distance.

Spirit Blade

You create a blade of solid magic to make melee attacks against nearby enemies, bypassing their guard and barriers.

Spirit Damage: 300% weapon damage

Defending Blade

You deflect incoming projectiles with Spirit Blade, sending a shockwave of energy back at the attacker.

Decloaking Blast

If you rematerialize inside an enemy, the foe is blasted back with massive force.

Spirit Damage: 1,000% weapon damage

Fade Cloak

You surround yourself with the magic of the Veil itself. You are briefly invulnerable and can pass through enemies unharmed.

Duration: 2 seconds

Cooldown Time: 12

Bonus: 200% bonus damage vs. Barrier and 400% bonus damage vs. guard.

Cost: 10 mana

Eldritch detonator ability: use on incapacitated foes for a combo

Combat Clarity

The chaos of combat frightens some, but for you, it's a comfortable rhythm. Your mana regenerates faster when you're near hostile enemies.

Distance: 5 meters

Mana Regeneration Rate: 50%

Constitution on Unlock: +3

Fade Shield

You draw back the energy released by your enemies in your attacks against them. Any successful attack strengthens your barrier. The more damage you do, the more powerful your barrier grows.

Barrier: 30% of damage dealt

Magic on Unlock: +3

Disruption Field

You fill an area with magical energy that slows and weakens your enemies. Enemies larger than the field are immune.

Speed Reduction: 50%

Radius: 3 meters

Duration: 10 seconds

Cooldown Time: 24 seconds

Cost: 65 mana

Stasis Lock

Enemies caught in Disruption Field are slowed to a stop over the course of several seconds. Striking them ends the effect.

Speed Reduction: 99%

Duration: 5 seconds

Knight-Protector

You're adept with defensive magic. Barriers you create take longer to naturally decay.

Barrier Decay Reduction: 35%

Constitution on Unlock: +3

Veiled Riposte

Whenever you have a barrier active, enemies who attack you will take damage in return.

Damage Returned: 20%

Magic on Unlock: +3

Resurgence

You call on benign spirits to restore you and your allies for continuing the fight. All party members are healed to full health, including those who have fallen unconscious, and a glyph around you provides ongoing healing to the party for the spell's duration. This ability consumes and is powered by focus.

Radius: 5 meters

Duration: 10 seconds

Tier 1: Glyph heals 2% per second.

Tier 2: Glyph heals 10% per second.

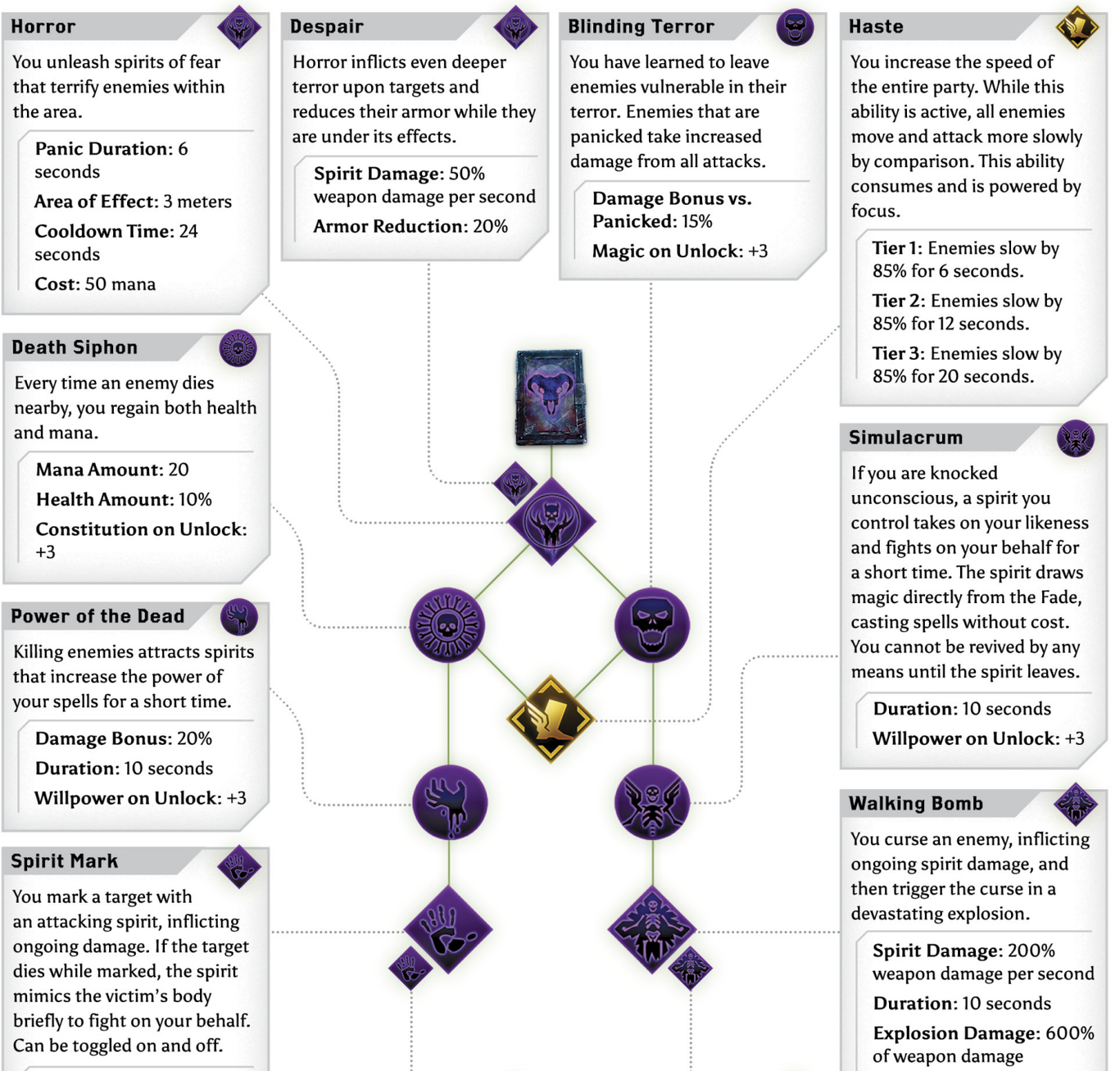
Tier 3: Glyph heals 25% per second.

Cost: 20 mana

Necromancer (Specialization)

Description: These mages specialize in binding the spirits that are drawn to death. They can put the fear of death into enemies, bring spirits to fight on their behalf, and even cause devastating explosions when their enemies die.

The Necromancer specialization offers some truly powerful abilities, allowing a mage to coerce Fade spirits into doing their bidding while spreading panic and fear across the battlefield. The Haste focus ability is particularly useful, increasing the speed of the whole party for a short time. If enemies are killed with Spirit Mark, they'll fight for you for a short time before finally dying. Or curse a foe with Walking Bomb to trigger a powerful explosion. If dabbling with Fade spirits doesn't creep you out, then Necromancer may be the right choice for you.



Duration: 12 seconds

Spirit Damage: 75% weapon damage per second

Charm Duration: 15 seconds

Cooldown Time: 20 seconds

Cost: 50 mana

Lingering Mark

Targets you kill with Spirit Mark now fight for you longer and harder.

Damage Bonus: 75%

Charm Duration: 45 seconds

Virulent

If Walking Bomb kills your target, the effect spreads to nearby enemies, causing secondary explosions.

Area of Effect: 5 meters

Cooldown Time: 20 seconds

Cost: 65 mana

Rift Mage (Specialization)

Description: These mages draw upon the force of the Fade, either pulling matter from the Fade to attack or twisting the Veil itself into a weapon to stagger or crush their enemies.

Take your mastery of the Fade to the next level with the powerful abilities in the Rift Mage discipline. Both Veilstrike and Stonefist are powerful offensive abilities, perfect for keeping melee enemies away from you. Or rain down fiery meteors from the sky with the awesome Firestorm focus ability. Consider using Pull of the Abyss to draw multiple enemies to a central location before unleashing Firestorm on their heads. The passive abilities are also effective, applying bonuses when engaging weakened enemies.

Veilstrike

You recreate your own fist from the essence of the Fade and smash nearby foes to the ground.

- **Area of Effect:** 5 meters
- **Cooldown Time:** 24 seconds
- **Cost:** 35 mana

Punching Down

You cast Veilstrike more easily, and the blow weakens your enemies, causing them to do less damage.

- **Cost Reduction:** 15 mana
- **Weakened Duration:** 10 seconds

Shatterstone

The boulder summoned by Stonefist now explodes on impact, weakening and staggering nearby enemies.

- **Area of Effect:** 4 meters
- **Weakened Duration:** 10 seconds

Stonefist

You summon a boulder from the Fade and smash it into your target, sending it flying.

- **Spirit Damage:** 500% weapon damage
- **Cooldown Time:** 8 seconds
- **Cost:** 50 mana
- **Impact Detonator Ability:** Use on incapacitated foes for a combo.

Restorative Veil

You pull stray magic from around weakened enemies to regain mana based on the damage you do to them.

- **Mana Recovery:** 10%
- **Magic on Unlock:** +3

Encircling Veil

You use stray magic around weakened enemies to increase the power of status effects on them.

- **Duration Bonus vs. Weakened:** 25%
- **Magic on Unlock:** +3

Smothering Veil

Weakened enemies have the damage they inflict reduced even further.

- **Damage Reduction:** 30%
- **Willpower on Unlock:** +3

Firestorm

You summon flaming meteors, raining fire down upon enemies all over the area for the next several seconds. This ability consumes and is powered by focus.

- **Radius:** 6 meters
- **Fire Damage:** 150% weapon damage
- **Duration:** 15 seconds
- **Tier 1:** You summon 15 meteors.
- **Tier 2:** You summon 30 meteors.
- **Tier 3:** You summon 55 meteors.

Pull of the Abyss

You create a tiny rift that pulls enemies toward a central point.

- **Area of Effect:** 6 meters
- **Duration:** 12 seconds
- **Cooldown Time:** 32 seconds
- **Cost:** 65 mana

Shaken

You can cast Pull of the Abyss more often, and enemies caught in its effect are weakened.

- **Cooldown Reduction:** 8 seconds
- **Weakened Duration:** 10 seconds

Twisting Veil

You catch stray magic around weakened enemies and use it to increase the damage of your own attacks.

- **Damage Bonus vs. Weakened:** 15%
- **Magic on Unlock:** +3

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Classes and Abilities

Specialization Quests

After arriving at Skyhold, complete the Specializations for the Inquisitor operation on the war table to summon three trainers. Each trainer offers a unique quest, requiring you to collect a number of items. Upon the completion of a quest you have the opportunity to choose the associated specialization. You can only choose one specialization, even if you've completed all three quests. So be sure to review the abilities associated with each discipline before you settle on a specialization.

Way of the Artificer

Class: Rogue

Quest Giver: Three-Eyes

Description: Construct the proper tools, study the methods to use them, and Three-Eyes will reveal the secret of the trap-laying Artificer specialization. Alpha quillback spines may be found at Nazaire's Pass, The Canyons, and near Old Prison Road in the Western Approach. Readings can be found among the belongings of Varric or, if those are unavailable, among the wares of the book merchant in Val Royeaux.

Requirements: Complete Specializations for the Inquisitor operation on the war table in Skyhold.

Reward: Artificer specialization

Objectives:

- Acquire writing on artificer methods.
- Acquire three alpha quillback spines.
- Acquire 20 obsidian.

- Gather materials to construct tools.

Western Approach: Alpha Quillback Spines

Way of the Assassin

Class: Rogue

Quest Giver: Heir

Description: Craft a proper knife, study the methods required to wield it, and Heir will reveal the secrets of the Assassin specialization. Guild leader tokens may be found at the East Side Hills, The Flats, and the Black Fens in Crestwood. Readings can be found among the belongings of Cole or, if those are unavailable, among the wares of the book merchant in Val Royeaux.

Requirements: Complete Specializations for the Inquisitor operation on the war table in Skyhold.

Reward: Assassin specialization

Objectives:

- Acquire writing on assassin methods.
- Acquire three assassin guild leader tokens.
- Acquire 20 deathroot.
- Gather knife materials.

Crestwood: Assassin Guild Leader Tokens

Way of the Tempest

Class: Rogue

Quest Giver: Kihm

Description: Fill a bottle of smoke, study the methods required to use it, and Kihm will reveal the secrets of the Tempest specialization. Essence containment apparatuses may be found at Apostate's Landing, Long River, and Storm's Solitude in the Storm Coast. Readings can be found among the belongings of Sera or, if those are unavailable, among the wares of the book merchant in Val Royeaux.

Requirements: Complete Specializations for the Inquisitor operation on the war table in Skyhold.

Reward: Tempest specialization

Objectives:

- Acquire writing on tempest methods.
- Acquire three essence containment apparatuses.
- Acquire one rune of lightning essence.
- Acquire one rune of ice essence.
- Gather materials for a bottle of smoke.

The Storm Coast: Essence Containment Apparatuses

Way of the Champion

Class: Warrior

Quest Giver: Lord Chancer

Description: Construct a proper standard, study the Champion's code, and Lord Chancer will reveal the secrets of this proud and noble specialization. Fight champions for their heraldic symbols at Ghilan'nain's Grove, Halin'sulahn, and the Desolate Bank of the Exalted Plains. Readings can be found among the belongings of Blackwall or, if those are unavailable, among the wares of the book merchant in Val Royeaux.

Requirements: Complete Specializations for the Inquisitor operation on the war table in Skyhold.

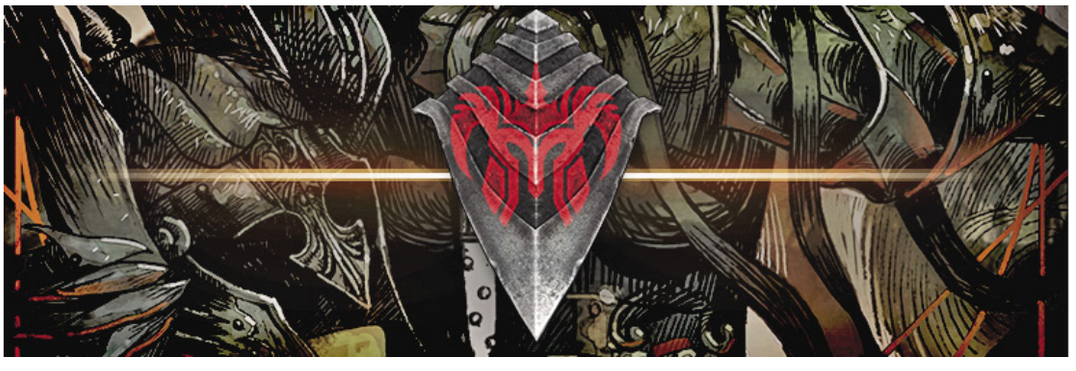
Reward: Champion specialization

Objectives:

- Acquire writing on champion methods.
- Duel three champions for heraldry.
- Acquire 20 veridium.
- Gather standard materials.

Exalted Plains: Champions

Way of the Reaver



Class: Warrior

Quest Giver: Breaker Thram

Description: Gather the materials to infuse a dragon's blood, study the methods to prepare it properly, and Breaker Thram will reveal the secrets of the punishing Reaver specialization. Kill rivals to claim infusion primers at the East Side Hills, the Flats, and the Black Fens in Crestwood. Readings can be found among the belongings of Iron Bull or, if those are unavailable, among the

wares of the book merchant in Val Royeaux.

Requirements: Complete Specializations for the Inquisitor operation on the war table in Skyhold.

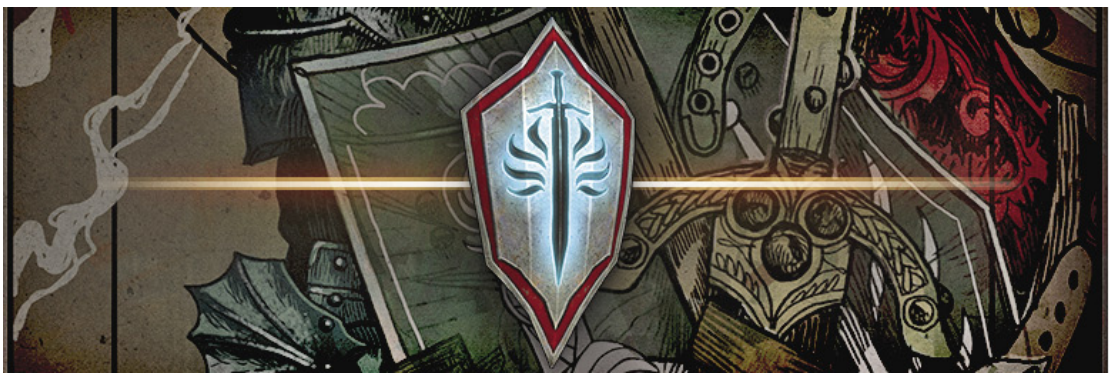
Reward: Reaver specialization

Objectives:

- Acquire writing on reaver methods.
- Acquire three infusion primers.
- Acquire 50 rashvines.
- Gather materials to infuse blood.

Crestwood: Infusion Primers

Way of the Templar



Class: Warrior

Quest Giver: Ser

Description: Construct a philter, study the methods of the templars, and Ser will reveal the secrets of this legendary specialization. Reclaim the philters of fallen templars from demons at Witchwood, West Road, and Lady Shayna's Valley in the Hinterlands. Readings can be found among the belongings of Cassandra or, if those are unavailable, among the wares of the book merchant in Val Royeaux.

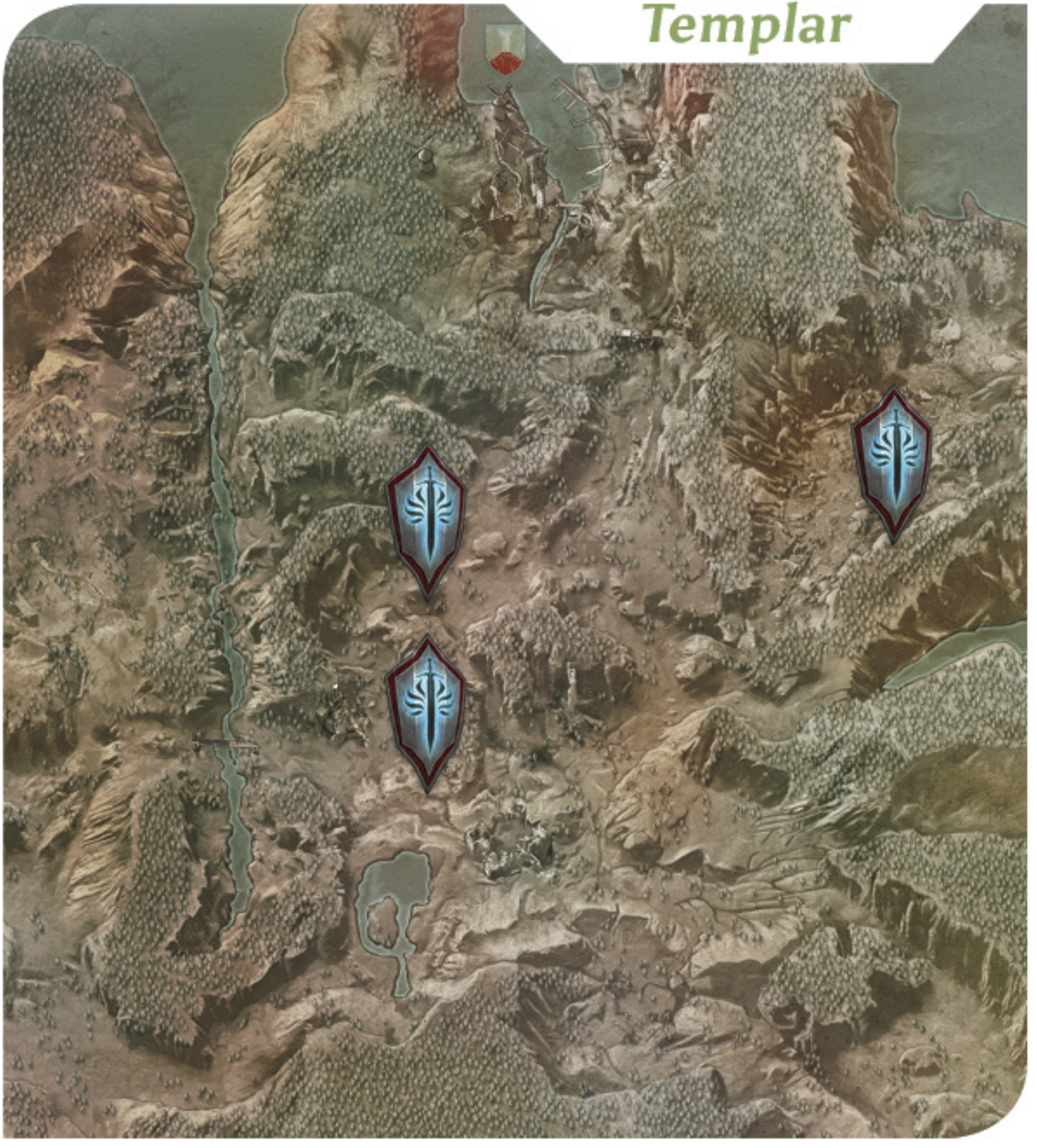
Requirements: Complete Specializations for the Inquisitor operation on the war table in Skyhold.

Reward: Templar specialization

Objectives:

- Acquire writing on templar methods.
- Acquire three broken philters.
- Acquire 50 embrium.
- Gather philter materials.

The Hinterlands: Broken Philters



Way of the Knight-Enchanter

Class: Mage

Quest Giver: Commander Helaine

Description: Craft a hilt to hold a spirit blade, study the methods required to wield the blade, and Commander Helaine will

reveal the secrets of the Knight-Enchanter specialization. Take the essence from wisps at the Old Thoroughfare, the Weeping Spires, and Granite Point in the Fallow Mire. Readings can be found among the belongings of Vivienne or, if those are unavailable, among the wares of the book merchant in Val Royeaux.

Requirements: Complete Specializations for the Inquisitor operation on the war table in Skyhold.

Reward: Knight-Enchanter specialization

Objectives:

- Acquire writing on knight-enchanter methods.
- Acquire three wisp essences.
- Acquire 10 lazurite.
- Gather materials for a spirit blade.

Fallow Mire: Wisp Essences

Way of the Necromancer

Class: Mage

Quest Giver: Viuus Anaxas

Description: Adorn a skull in jewels, study the art of necromancy, and Viuus Anaxas will reveal the secrets of the Nevarran death mages. Destroy undead to gain Nevarran ceremonial skulls at Apostate's Landing, Small Grove, and Storm's Solitude in the Storm Coast. Readings can be found among the belongings of Dorian or, if those are unavailable, the wares of the book merchant in Val Royeaux.

Requirements: Complete Specializations for the Inquisitor operation on the war table in Skyhold.

Reward: Necromancer specialization

Objectives:

- Acquire writing on necromancy.
- Acquire three Nevarran skulls.
- Acquire 20 bloodstones.
- Gather jeweled skull materials.

The Storm Coast: Nevarran Skulls

Way of the Rift Mage

Class: Mage

Quest Giver: Your Trainer

Description: Assemble a tome of rifts, study rift magic, and Your Trainer will reveal the secrets of the Rift Mage specialization. Collect tomes from the Venatori at Ghilan'nain's Grove, Halin'sulahn, and the Desolate Bank in the Exalted Plains. Readings can be found among the belongings of Solas or, if those are unavailable, among the wares of the book merchant in Val Royeaux.

Requirements: Complete Specializations for the Inquisitor operation on the war table in Skyhold.

Reward: Rift Mage specialization

Objectives:

- Acquire writing on rift magic.
- Acquire three Venatori tomes.
- Acquire 20 ring velvet.
- Gather materials for a tome of rifts.

Exalted Plains: Venatori Tomes

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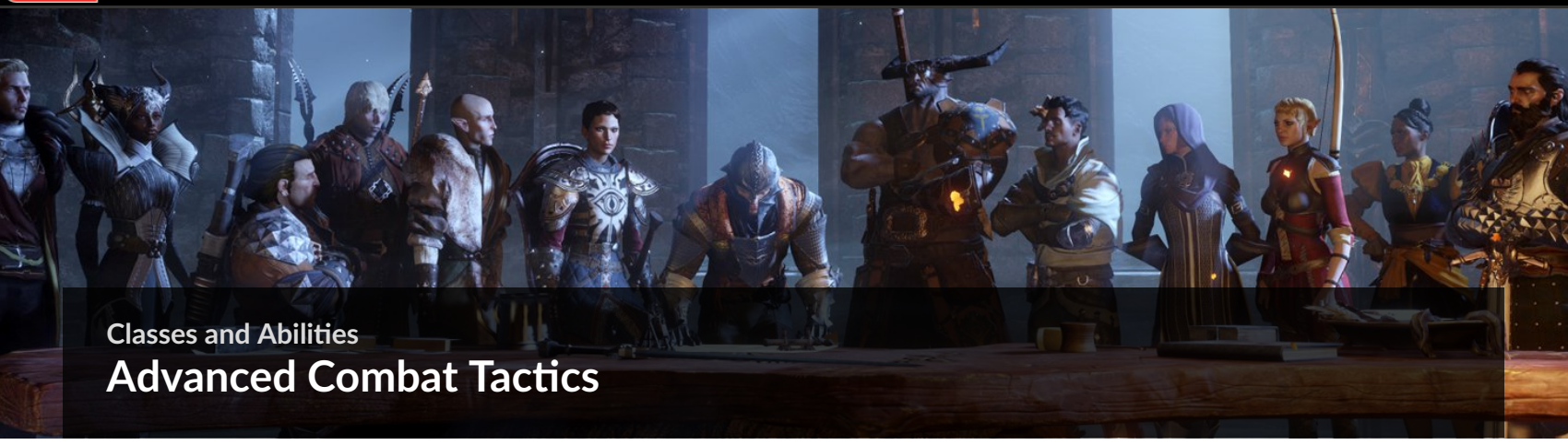
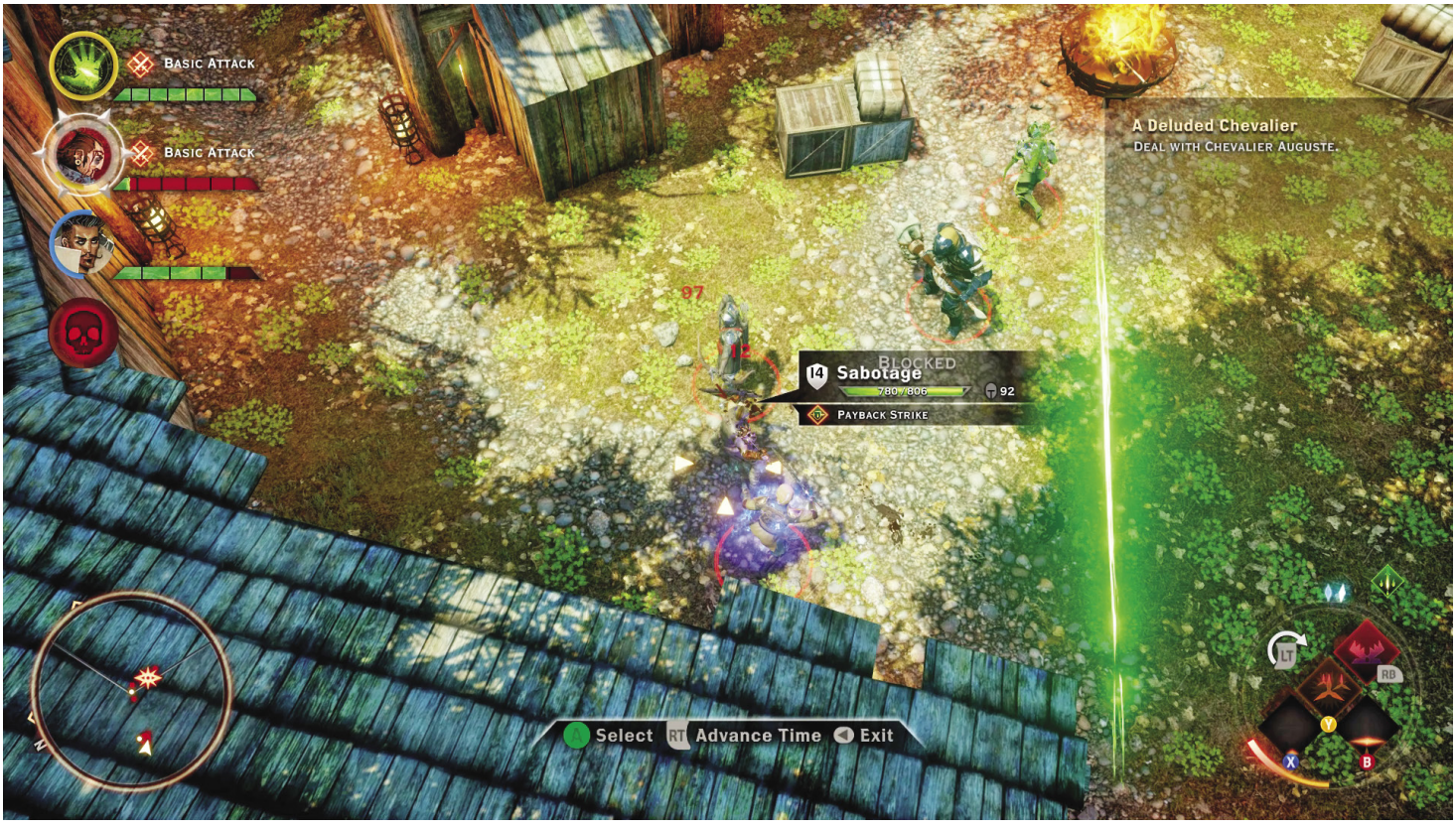


Classes and Abilities

Advanced Combat Tactics

Now that you have a better understanding of the classes and their various abilities, put that knowledge to use in combat. Here we take a deeper look at how you can use abilities, status effects, and combos to gain a significant advantage on the battlefield.

Tactical Camera: Observe, Plan, Execute



While using the tactical camera isn't essential, ignoring its benefits puts you and your party at a serious disadvantage. So before engaging in combat, make a habit of activating the tactical camera to plan your attack. This allows you to scout your opponents, probing for weaknesses and tactical opportunities. First, move the camera around so you can inspect all hostile units in the area. How many enemies are present? Are there archers, mages, spellbinders, or other ranged threats? If so, consider targeting them first. Next, take into account the terrain of the battlefield. Are there any elevated perches where you can position your ranged units? Are there narrow hallways, stairways, doorways, or other choke points you can take advantage of? Once you've scouted the terrain, consider redeploying your party members to establish a dominant position on the battlefield before initiating combat. A little bit of preparation can make each engagement a little easier to manage.

If you encounter an enemy you're unfamiliar with, place the camera's reticle over it to open its information box. This reveals the unit's name, health, level, resistances, vulnerabilities, and immunities—all the information you need to make solid tactical decisions. For instance, if an enemy is resistant to cold-based attacks and vulnerable to fire-based attacks, consider altering your party's equipped weapons and mapped abilities to take advantage of this vulnerability to fire—equipment cannot be swapped during combat.

Once combat has begun, continue using the tactical camera or switch to the third-person view. But if you choose to play from the third-person perspective, remember that the tactical camera is still available if things get a little too hectic. Consider switching back to the tactical camera periodically to reposition your party members or to set up some combos. For instance, use a warrior ability like Mighty Blow to knock an enemy down, then follow up with a rogue ability like Twin Fangs to inflict heavy damage on the downed opponent. Since the tactical camera pauses the action, it makes it much easier to set up combos like this.

Focus

Focus is a replenishable resource like stamina or mana. All characters have their own personal focus meter. But unlike with stamina or mana, all party members gain focus when a single party member deals damage. Focus is used to initiate powerful focus abilities, like the Inquisitor's Mark of the Rift. These powerful abilities aren't available until after the Inquisition evacuates Haven. The Inquisitor gains Mark of the Rift immediately following the escape from Haven. The other focus abilities are tied to class specializations. Each party member unlocks a specialization upon reaching Skyhold, and the Inquisitor can choose a specialization by completing trainer quests.

All focus abilities have three tiers. By default, only tier 1 of each focus ability is available. But through the acquisition of Inquisition perks you can access tier 2 and tier 3 focus abilities. Choose Cullen's Advanced Focus and Master Focus perks to unlock these tier 2 and tier 3 abilities. Higher-tiered focus abilities usually deal more damage or last longer, making them more effective.

During combat, look for opportunities to maximize the use of your focus abilities. Since focus abilities can't be triggered often, consider saving your focus for tough fights, such as those against bosses, dragons, or high-level Fade rifts. If each party member has a focus ability ready to go, even the toughest battles are survivable. Area-of-effect attacks like Mark of the Rift and Firestorm are particularly devastating—trigger these early in a fight to wipe out weaker enemies.

Focus Abilities

Ability	Name	Specialization	Description
Inquisitor			
	Mark of the Rift	Inquisitor	Mark of the Rift causes massive damage and can even kill some enemies instantly.
Rogue			
	Hail of Arrows	Artificer	You fire so quickly that enemies will swear there are at least two of you putting arrows into their ranks. While this ability is active, any archery ability you use is duplicated.
	Thousand Cuts	Assassin	You choose a target, then dash to and fro—a shadow leaving blood with every leap. After you slice through other nearby foes, you land behind your target, striking deep.
	Cloak of Shadows	Tempest	You go into stealth, and your allies follow your lead. The entire party remains undetected for the duration of the effect, even while attacking.
Warrior			

	Counterstrike	Champion	You push yourself to the limit, gaining full guard and taunting all nearby enemies. While the ability is active, you automatically counter all melee attacks.
	Rampage	Reaver	You're an unstoppable fury of physical force while this ability is active. Your attacks are harder and faster, and you gain health with each strike.
	Rally	Templar	You inspire your allies to fight harder. Your party's guard, stamina, and mana build over time, and all party members gain damage resistance against incoming attacks.
Mage			
	Resurgence	Knight-Enchanter	You call on benign spirits to restore you and your allies for continuing the fight. All party members are healed to full health, including those who have fallen unconscious, and a glyph around you provides ongoing healing to the party for the spell's duration.
	Haste	Necromancer	You increase the speed of the entire party. While this ability is active, all enemies move and attack more slowly by comparison.
	Firestorm	Rift Mage	You summon flaming meteors, raining fire down upon enemies all over the area for the next several seconds.

Tip

To build focus faster, equip focus-boosting accessories like the Belt of Focus on all your party members. This allows you to use focus abilities more frequently.

Stacking Status Effects

In addition to inflicting damage, many abilities also apply a status effect. There are numerous status effects, and they affect their victims in various ways for a limited time. Many status effects stack, too, allowing you to apply multiple status effects to a single target. Pour on as many status effects as possible to greatly decrease an enemy's performance while whittling away at their health. For example, use the rogue's Poisoned Weapons ability to apply the poison status effect while a mage strikes with Winter's Grasp to apply the frozen status effect. In this instance, the target is encased in ice while suffering continual damage from poison. In this sense, status effects are a true force multiplier and should be applied as frequently as possible to give your party an advantage in each engagement.

Status Effects

Status Effect	Name	Description
	Berserk	Increases damage and movement speed. Additionally adds a layer of either barrier or guard, depending on the creature, and grants additional immunities to controlling effects.
	Burning	Creature takes fire damage over time.
	Chilled	Creature's movement speed is reduced by 25%.
	Disruption Field	Mage Knight-Enchanter ability: Creatures within the disruption field are slowed and weakened.
	Fear	Creature runs away in a panic. After 1.5 seconds any direct damage will break the effect.
	Frozen	Creature is disabled.
	Panic	Creature runs away in a panic. After 1.5 seconds any direct damage will break the effect.
	Paralyzed	Creature is disabled.
	Perceptive	After a duration the player is removed from Stealth when near a perceptive creature. The duration is relative to the strength of the creature—usually 5-15 seconds.
	Poisoned	Creature takes nature damage over time.
	Shocked	Reduces resistance to fire, cold, and electricity by 20%.
	Sleep	Creature sleeps in place. Any direct damage will break the effect.
	Snared	Creature's movement speed is reduced by 25%.
	Stealth	Creature is untargetable unless the player is within 5 meters. Creatures in Stealth are still visible but harder to spot due to transparency.
	Stunned	Creature is disabled.
	Taunted	Creature is forced to target the caster for the duration. At the end of the forced targeting the caster is moved to the top of the threat table.
	Sundered	Creature's armor reduced by 20%.
	Weakened	Creature's damage reduced by 15%.

Guard and Barrier

When selecting abilities for your warriors and mages, choose ones that enhance barriers and guard. Guard and barriers cover your characters' health bars, preventing them from taking damage. Guard is generated by warriors in numerous ways and only degrades when you're being attacked. Barrier is cast by mages as an AoE spell on party members and only lasts a few seconds. Together, guard and the Barrier ability make your party more durable and cut down on the number of healing potions they consume, which is essential during boss fights and dragon battles.

Developer Tip

CROSS-CLASS COMBOS

Dan Kading, Lead Combat Design

Cross-class combos require that an enemy be set up with a disabling status effect by one class (Stun for warriors, Sleep for rogues, Freeze or Paralyze for mages), then hit with a different class's detonator ability (Impact for warriors, Precision for rogues, Eldritch for mages). However, each class has one specialization tree that grants a setup or detonator from a different class.

My favorite Inquisitor build is a dual-wielding rogue with the Tempest specialization. Flask of Frost will freeze enemies, normally only possible if you're a mage. I can then circle and hit with Twin Fangs, dealing 4x damage for striking their flank and causing the Shatter cross-class combo for even further damage. I can then transition into an upgraded Flask of Fire, making all my abilities free for a few seconds, and use multiple Deathblows or Shadow Strikes depending on circumstance.

- Rupture: Heavy damage over time, ignoring armor
- Shatter: Heavy cold damage
- Discharge: Strong electric damage to all nearby enemies
- Nightmare: Strong damage and causes panicked status
- Weakness: Strong damage and causes weakness status
- Basic combo: Moderate bonus damage

Cross-Class Combos

Setups	Impact Detonator (Warrior)	Precision Detonator (Rogue)	Eldritch Detonator (Mage)
Warrior: Stun	Basic Combo	Rupture	Weakness
Rogue: Sleep	Rupture	Basic Combo	Nightmare
Mage: Freeze	Shatter	Shatter	Basic Combo
Mage: Paralyze	Discharge	Discharge	Basic Combo

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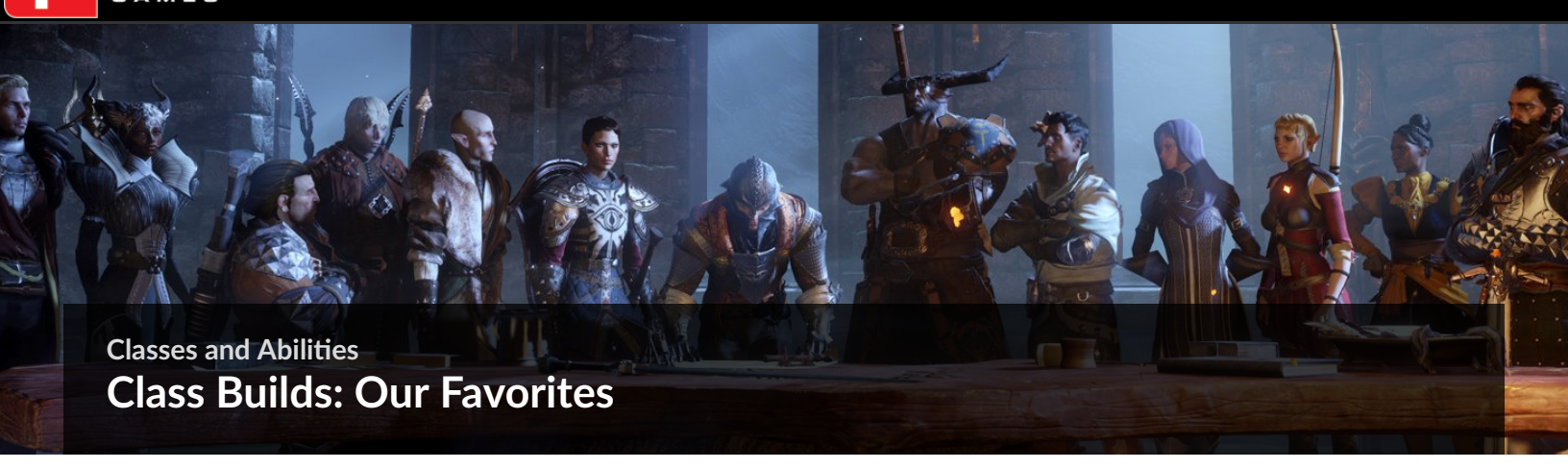

Classes and Abilities

Class Builds: Our Favorites

During our time with the game we have come across a few different ways to spec the different classes. These aren't necessarily the best way to build out your characters, but merely a starting point. With so many abilities to choose from, the combinations are mind-boggling. Still, concentrate on selecting abilities that complement one another. Define what your character's role is on the battlefield and stay true to that vision through thoughtful ability selection.

Skirmisher

Recommended Abilities

Ability	Name	Discipline
	Poisoned Weapons/Infected Wounds	Sabotage
	Parry/Effortless Riposte	Double Daggers
	Evasion	Subterfuge
	Evade/Hidden Step	Subterfuge
	Flank Attack/Skirmisher	Double Daggers
	Bloodied Prey	Double Daggers
	Unforgiving Chain	Double Daggers
	Spinning Blades/Neverending Spin	Double Daggers

Daggers are some of the highest DPS (damage per second) weapons in the game, and the dual-wield rogue has two of them. Therefore, seek out abilities that make these daggers even deadlier, like Poisoned Weapons, Flank Attack, and Spinning Blades. While rogues can dish out some heavy damage, they can't take much in return. Therefore, rely on the default Stealth ability to sneak into close range and attack from the shadows. After striking, use Evade to jump out of the way or Parry to block the retaliating strike. Don't get greedy—going toe-to-toe with heavily armored enemies won't end well. So stick and move to stay alive.

Toxic Archer

Recommended Abilities

Ability	Name	Discipline
	Poisoned Weapons/Infected Wounds	Sabotage
	Explosive Shot/Chain Reaction	Archery
	Death from Above	Archery
	Leaping Shot/Rolling Draw	Archery
	Fighting Dirty	Sabotage
	Explosive Toxin	Sabotage
	Pincushion	Archery
	Full Draw/Stunning Shot	Archery

When equipped with Poisoned Weapons, a rogue archer can spread poison across the battlefield with ease, poisoning every opponent within a matter of seconds. This is why we always start with Poisoned Weapons when playing as a rogue archer. The damage inflicted by poison isn't much, but it adds up over time, particularly once you increase the poison's potency with Infected Wounds and its duration with Fighting Dirty. Add Explosive Toxin to make infected enemies explode, releasing a toxic cloud when they die, poisoning nearby opponents.

Tank

Recommended Abilities

Ability	Name	Discipline
	Shield Wall/Chevalier's Step	Weapon and Shield
	Challenge/Throw the Gauntlet	Vanguard
	Bear Mauls the Wolves	Weapon and Shield
	Turn the Bolt	Weapon and Shield
	Shield Bash/Ring the Bell	Weapon and Shield
	Turn the Blade	Weapon and Shield
	Untouchable Defense	Vanguard
	It'll Cost You	Vanguard

The weapon-and-shield warrior is perfect for tanking, particularly when equipped with abilities that help build guard and deflect damage. Shield Wall is always our first stop, giving our warrior the ability to build guard. While the default War Cry is great for taunting nearby enemies, Challenge comes in handy for taunting those distant enemies who are likely harassing your more vulnerable party members. Passive abilities like Turn the Bolt, Turn the Blade, and Untouchable Defense all reduce incoming damage, ensuring your warrior is around longer to defend allies.

Tip

When playing as a warrior, pay attention to your team, as it is more important for them to stay alive than it is for you to avoid taking a beating.

Berserker

Recommended Abilities

Ability	Name	Discipline
	Block and Slash/Flawless Defense	Two-Handed Weapon
	Charging Bull/Gore and Trample	Vanguard
	Shield Breaker	Two-Handed Weapon
	Grappling Chain/Give Them the Boot	Battlemaster
	Whirlwind/Rising Winds	Two-Handed Weapon
	Clear a Path	Two-Handed Weapon
	Earthshaking Strike/Shattered Ground	Two-Handed Weapon
	Guard-Smasher	Two-Handed Weapon

Clearly, the emphasis of this two-handed warrior build is damage output. But even these warriors need some defense, so rely on abilities like Block and Slash/Flawless Defense and Charging Bull/Gore and Trample to build guard—without substantial guard, this warrior won't last long in close contact with multiple enemies. When it comes to offense, place this warrior in the thick of battle, surrounded by enemies, before initiating Whirlwind or Earthshaking Strike. Consider taking this warrior's offense to the next level by mastering the Reaver specialization.

Support Mage

Recommended Abilities

Ability	Name	Discipline
	Barrier/Elegant Defense	Spirit
	Peaceful Aura	Spirit
	Immolate/Wildfire	Inferno
	Dispel/Transmute Magic	Spirit
	Winter's Grasp/Winter's Chill	Winter
	Revival/Life Ward	Spirit
	Rejuvenating Barrier	Spirit
	Fade Step/Frost Step	Winter

Our mages tend to fill a supporting role on the battlefield, with an emphasis on preventing damage to themselves and their allies. Barrier is the first line of defense, prioritizing the protection of non-warrior allies who can't generate guard. But a mage needs some offense too, which is why we utilize Immolate and Winter's Grasp to balance out our elemental magics. Revival can be an absolute game-changer in tough battles, instantly raising fallen allies so they can continue the fight. To discourage or escape incoming attacks, we rely on Peaceful Aura and Fade Step.

Developer Tip

I make sure to have one party member with the Revival ability. I let the AI control that party member and make his/her survival a top priority—give them more potions and set a higher "low health" value in the Behavior menu.

— David Doucet, programmer

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Party Members

Introduction

It may be your Inquisition, but you're never alone. As Inquisitor, you're constantly surrounded by a group of loyal followers, all with a vested interest in restoring order. But while these party members are loyal to the cause, they don't always agree with you or with other members of the Inquisition. Each character has a rich and unique background that greatly influences their world view. As leader of the Inquisition, you must choose your words and actions carefully to maintain the approval of your party members. But you can't please everyone. Even the most diplomatic approaches will irk some and impress others.

Reference this chapter to get a better understanding of each character, learning more of their motivations and how to gain their approval. Some followers are even open to romantic gestures. But before you set your eye on someone, make sure they're open to your advances—your character's race and gender may have an impact, not to mention overall approval.

Caution

This chapter is packed with spoilers, revealing critical plot points. Consider yourself warned.

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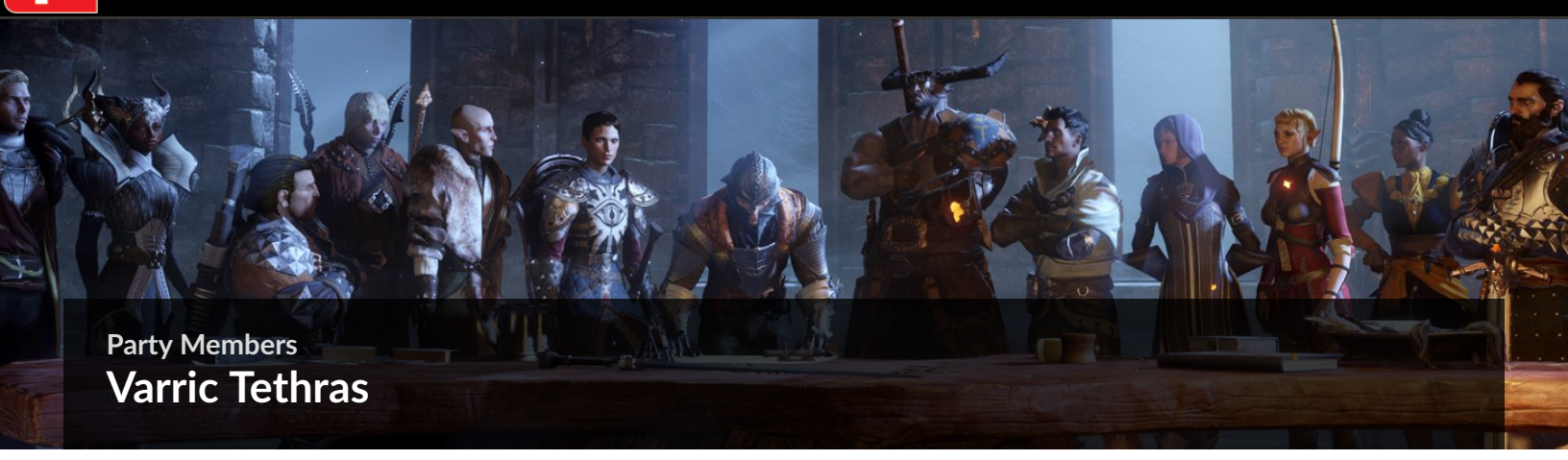
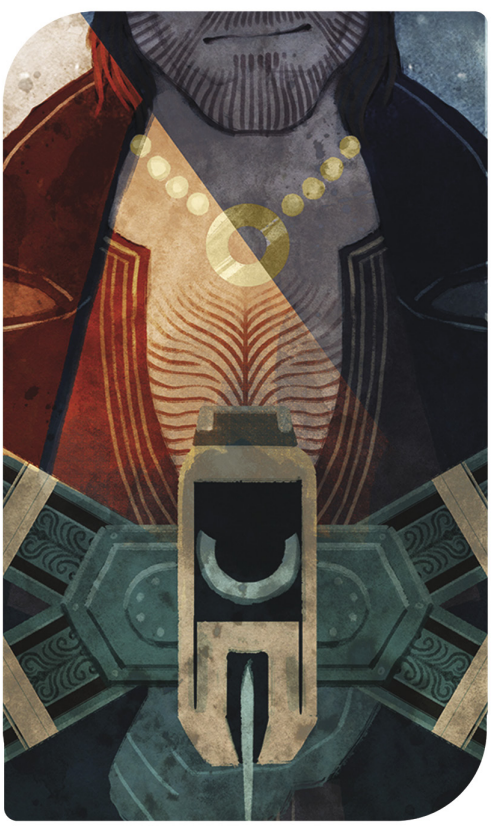


Party Members

Varric Tethras



Inner Circle Quests:

- **Seeing Red (Approval)**
- **Well, Shit (Personal Plot)**

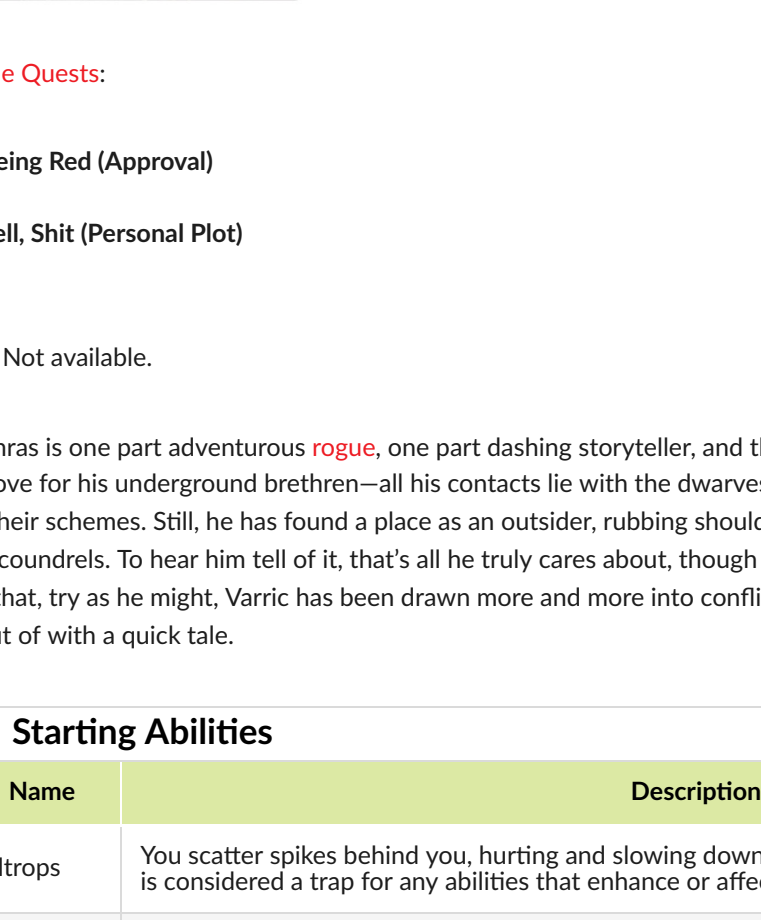
Romance: Not available.

Varric Tethras is one part adventurous rogue, one part dashing storyteller, and three parts trouble. Born on the surface, Varric has little love for his underground brethren—all his contacts lie with the dwarves of the merchants guild, though he has little taste for their schemes. Still, he has found a place as an outsider, rubbing shoulders with both the wealthy elite as well as the worst of scoundrels. To hear him tell of it, that's all he truly cares about, though anyone who truly knows him claims differently. They say that, try as he might, Varric has been drawn more and more into conflicts that shake the world—ones that he can't get himself out of with a quick tale.

Starting Abilities

Ability	Name	Description
	Caltrops	You scatter spikes behind you, hurting and slowing down enemies who come after you. This ability is considered a trap for any abilities that enhance or affect traps.
	Long Shot	You fire a powerful single shot that delivers more damage the farther you are from the target.

Specialization



Artificer: After years of experience with the Merchants Guild and the publishing world, Varric has become an expert at handling deadly traps and convoluted devices.

First Encounter

Armed with Bianca, his beloved crossbow, Varric is busy fighting off demons with Solas at the first Fade rift outside Haven when you first encounter him. This rogue automatically joins your party (along with Solas) when the Fade rift is closed. Bianca gives Varric the ability to engage enemies at range. But if you already have too many ranged party members, consider equipping Varric with a pair of daggers. Varric's lock-picking skill will come in handy as your party continues its adventure into the Hinterlands and beyond.

Approval

Varric is skeptical of just about everything, including the Inquisition. Despite his vocal misgivings about the situation, Varric is loyal to the cause and eager to see a return to normality. While Varric can't be romanced, you can still gain and lose approval with him. Generally, Varric appreciates a good sense of humor, even in the darkest of times. Clever wisecracks and not taking yourself too seriously will gain approval with Varric. Some of Varric's approvals are also tied to events in *Dragon Age II*, depending on whether Hawke sided with the mages or templars.

Approval Gained

- **Take the mountain path in the Frostback Mountains during the prologue.**
- **At Redcliffe Castle, accept the mages as allies (only if Hawke sided with the mages in** *Dragon Age II* **).**
- **At Redcliffe Castle, accept the mages as conscripts (only if Hawke sided with the templars in** *Dragon Age II* **).**
- **Allow the Wardens to join the Inquisition in Adamant (only if Hawke's Warden ally is left in the Fade).**
- **Exile the Wardens at Adamant (only if Hawke is left in the Fade).**

Approval Lost

- **At Redcliffe Castle, accept the mages as allies (only if Hawke sided with the templars in** *Dragon Age II* **).**
- **At Redcliffe Castle, accept the mages as conscripts (only if Hawke sided with the mages in** *Dragon Age II* **).**
- **Say you'll "do it for my own power" when made Inquisitor.**
- **Say "lead them to vengeance" when made Inquisitor.**
- **Allow the Wardens to join the Inquisition in Adamant (only if Hawke is left in the Fade).**
- **Exile the Wardens at Adamant (only if Hawke's Warden ally is left in the Fade).**

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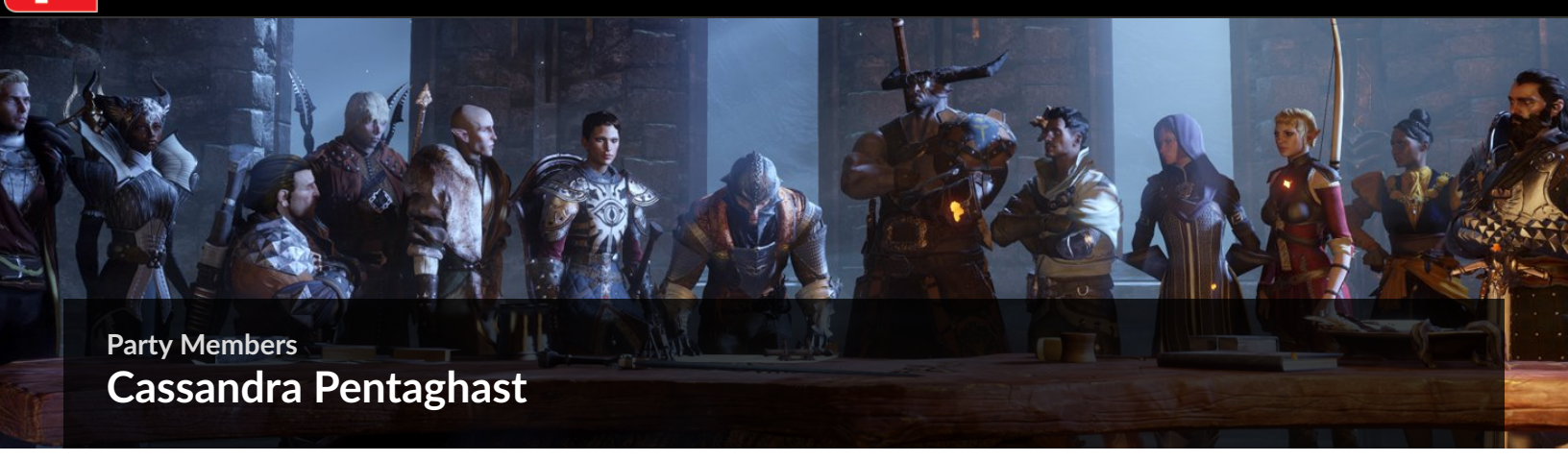

Party Members

Cassandra Pentaghast

Inner Circle Quests:

- **Unfinished Business (Approval)**
- **Promise of Destruction (Personal Plot)**
- **Guilty Pleasures (Gift Plot)**
- **The Ideal Romance (Romance Plot)**

Romance: Inquisitor must be male of any race.

Though of noble birth, Cassandra Pentaghast turned her back on a life of wealth and privilege to join the Seekers of Truth. The ancient order serves as a watchful eye over corruption and magical threats, granted ultimate authority in its investigations by the Chantry—or it did, prior to abandoning their duty in response to the mage rebellion. Cassandra did not join her brothers in this, instead remaining loyal to Divine Justinia and her efforts to restore order in the face of chaos. She is both pious and driven, the sword in the right hand of the Divine, seeking justice above all else.

Starting Abilities

Ability	Name	Description
	Challenge	Your powerful shout carries across the battlefield, taunting a targeted enemy and improving your guard.
	Payback Strike	You recover from any disabled condition and lash out with a great blow against nearby enemies. If you've recently taken damage, you hit that much harder and stagger your foes.
	Shield Wall	You stand firm and block incoming attacks at the cost of stamina. Each block adds to your guard. You move much more slowly while sustaining this ability.

Specialization

Templar: Long ago, the Seekers of Truth founded the Templar Order and taught them how to deal with hostile mages and their spells. Cassandra thus possesses all of a templar's abilities without the risk of lyrium addiction.

First Encounter

Initially, you are Cassandra's prisoner following the events at the Temple of Sacred Ashes. As a result, she is the first party member you encounter, joining you during the journey to the first Fade rift, where you meet Varric and Solas. Even at this early stage, Cassandra is a formidable warrior capable of taunting enemies while absorbing and dealing heavy damage. If you're not playing as a warrior yourself, Cassandra is an indispensable member of your party during your early adventures in the Frostback Mountains and the Hinterlands.

Approval

Cassandra isn't the most approachable character in your party, but there are a few things you can say to gain her approval. Generally, embrace your role as the Chosen of Andraste and say favorable things about the Chantry while prioritizing the Inquisition over personal fame and power. Completing Unfinished Business will also grant you some approval. To prevent a loss of approval, avoid making disparaging comments about the Maker or the Chantry.

Approval Gained

- **Charge with the soldiers in the Frostback Mountains during the prologue.**
- **Go to Redcliffe Castle and accept mages as conscripts.**
- **Go to Therinfal Redoubt and ally with the templars.**
- **Say you'll be a "servant of faith" when made Inquisitor.**
- **Exile the Wardens after securing Adamant.**
- **Support Gaspard at the Winter Palace.**
- **Empress Celene dies at the Winter Palace.**
- **Drink from the Well of Sorrows.**

Approval Lost

- **Take the mountain path in the Frostback Mountains during the prologue.**
- **Go to Redcliffe Castle and ally with the mages.**
- **Go to Therinfal Redoubt and disband the Templar Order.**
- **Say you'll "do it for my own power" when made Inquisitor.**
- **Allow the Wardens to join the Inquisition after Adamant.**
- **Support Briala at the Winter Palace.**
- **Allow Morrigan to drink from the Well of Sorrows.**

Romance

Seeker Pentaghast is a very determined and focused woman, seemingly too busy for and uninterested in a romantic relationship. However, if you're playing as a male character (of any race) it's possible to eventually win Cassandra's affection. Start out by building approval and flirting with her at every opportunity. Complete Cassandra's inner circle quests (Unfinished Business and Promise of Destruction) to continue building approval. Also, be sure to complete her gift quest (Guilty Pleasures), convincing Varric to write a new volume of *Swords & Shields* for Cassandra.

During a conversation in Skyhold, Cassandra informs you that your flirts haven't gone unnoticed. But she remains conflicted. She wants an ideal storybook romance. As the Herald of Andraste, she feels you simply can't be that man. The romance can end at this point, but it doesn't have to. Insist that you can be the man she wants to unlock her romance quest, The Ideal Romance.

Once all of Cassandra's inner circle quests are complete, and you've maintained warm approval, you can ask her to meet you somewhere in private, culminating the romance. Following the culmination, you have the option of breaking up with Cassandra or continuing the relationship. If you continue your relationship with Cassandra, no other romances can be started.

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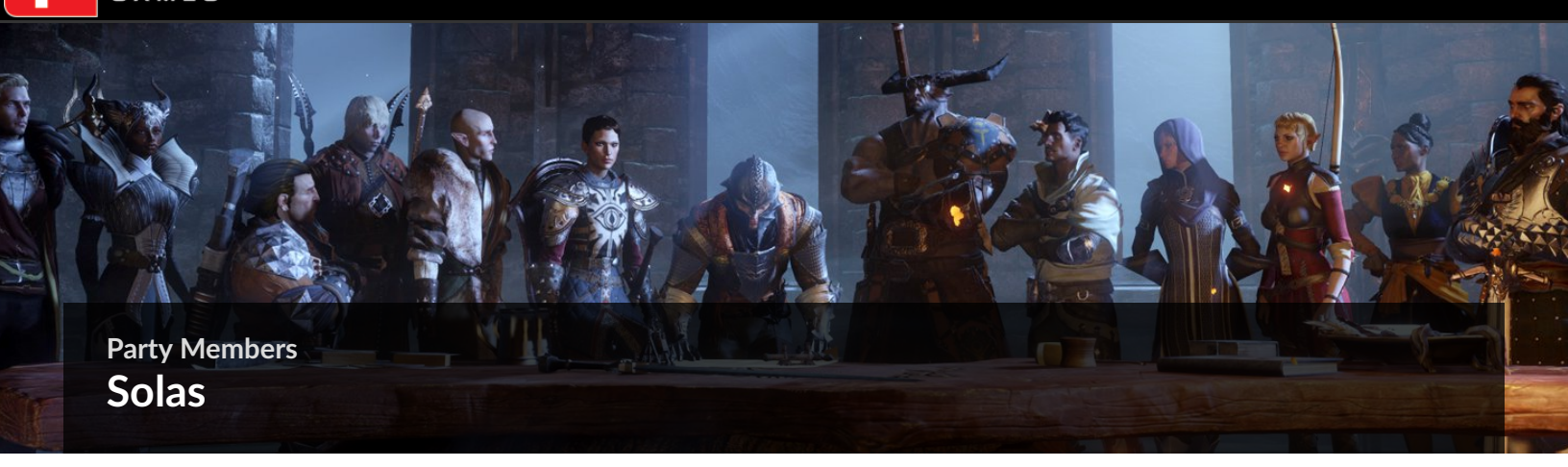

Party Members

Solas

Inner Circle Quests:

- **Measuring the Veil (Approval)**
- **All New, Faded for Her (Personal Plot)**
- **What Lies Dormant (Personal Plot)**

Romance: Inquisitor must be female elf.

Solas has spent his life as an apostate, living in the wilderness well away from the civilized world and those who would shackle him for what he is. He mastered his magic without the help of tutors, spending years exploring the spirit realm of the Fade and coming to an understanding of its denizens that few others could claim. He would be happiest left alone to sleep in ancient ruins, searching for memories and knowledge that has been lost for ages, but the Breach in the sky threatens all worlds.

At a time when other mages flee into hiding, Solas has put his freedom at risk by emerging from the shadows to assist those who would combat the chaos. He will not stand idly by when his knowledge of the arcane could mean the difference between salvation and utter destruction.

Note

Reference the Inner Circle Quests section of the Exploration chapter for more details on each party member's personal plot, gift, and romance quests.

Starting Abilities

Ability	Name	Description
	Barrier	You create a shimmering protective barrier that acts as temporary additional health. The barrier decays naturally over time.
	Winter's Grasp	You lock a target in a sheet of ice, freezing it in place.

Specialization

Rift Mage: Years spent studying the Fade have given Solas the ability to manipulate its energies in unpredictable ways. He can pull matter from the Fade and even twist the Veil into a weapon to hammer his opponents.

First Encounter

During the prologue, you run into Solas and Varric at the first Fade rift—Solas shows you how to use the mark on your hand to close the rift. As the first mage you encounter, Solas offers a welcome mix of skills and abilities, including Barrier. As you continue your adventure in the Hinterlands, use Solas's staff to defeat elemental barriers and his veilfire skill to reveal ancient runic writings—this unlocks different rune schematics.

Approval

The key to winning approval with Solas is to show that you are thoughtful and inclined to see shades of gray in the world. Declaring things to be simple black-and-white matters will earn Solas's disapproval quickly, but asking many questions and looking for more information will impress him. He prefers the thoughtful approach in most situations, and does not approve of you claiming to be sent by Andraste in order to win alliances. You can improve Solas's opinion of you by finding elven artifacts and activating them in order to get a more accurate measurement of the strength of the Veil. These are scattered around the world, but Solas will point them out when you are near one.

Approval Gained

- **Go to Redcliffe Castle and ally with the mages.**
- **At Therinfal Redoubt, accept the templars as conscripts.**
- **Exile the Wardens after securing Adamant.**
- **Gain enough court approval (85+) to have Florianne arrested at the Winter Palace.**
- **Perform the rituals at the Temple of Mythal.**
- **Accept alliance with Abelas at the Temple of Mythal.**
- **Allow Morrigan to drink from the Well of Sorrows at the Temple of Mythal.**

Approval Lost

- **Go to Redcliffe Castle and conscript the mages.**
- **Say you're a "servant of faith" when made Inquisitor.**
- **Say you'll "do it for my own power" when made Inquisitor.**
- **Allow the Wardens to join the Inquisition after securing Adamant.**
- **Support Briala at the Winter Palace.**
- **Ignore the rituals at the Temple of Mythal.**
- **Refuse an alliance with Abelas at the Temple of Mythal.**
- **Drink from the Well of Sorrows at the Temple of Mythal.**

Romance

Once you have asked Solas all about himself and impressed him, you can go with him from Skyhold to Haven for a talk about your first meeting. If you have flirted with him before and are a female elf, you can choose to kiss him here, which opens up the possibility of romance.

After the talk at Haven, Solas will give his plot—a spirit friend has been summoned by mages against its will, and Solas wishes to go free it. If you can free the spirit from its imprisonment without killing it in combat, Solas will approve strongly. Failing to even try to free the spirit will cause Solas to disapprove strongly, and if you are not appropriately apologetic later, you will cut off any chance of romance.

Once his plot is complete and his approval is high enough, Solas will ask you about yourself, confessing himself surprised by your intelligence and thoughtful nature. You can choose to officially begin the romance here. After completing the Temple of Mythal, Solas will talk with you about the future and then ask to spend time together in a scene that marks the culmination of your romance.

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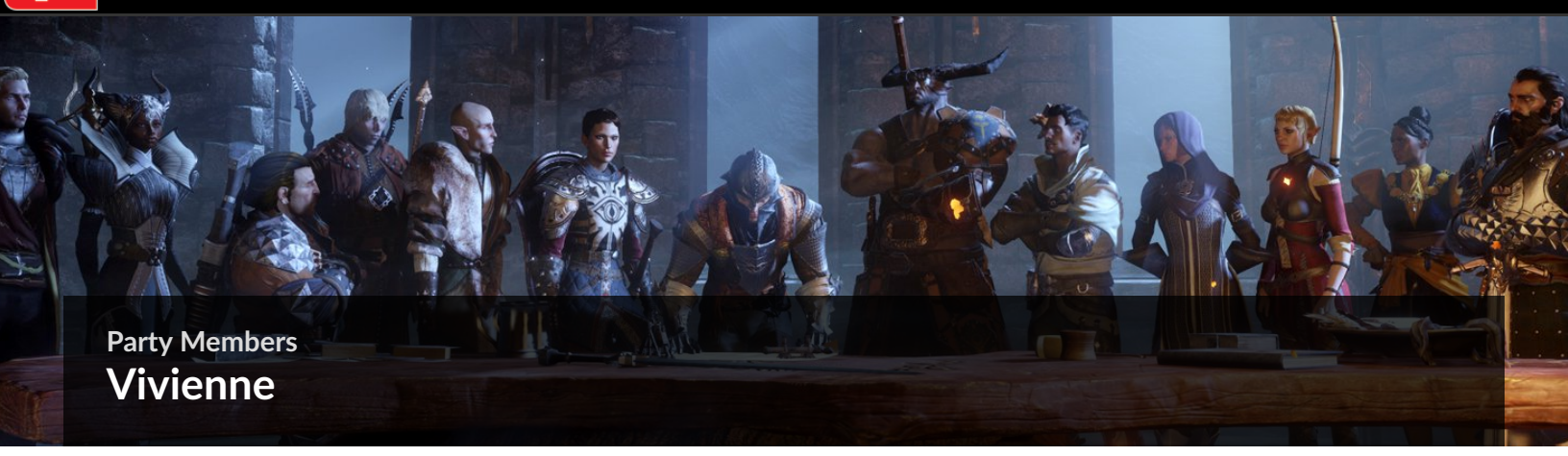

Party Members

Vivienne

Inner Circle Quests:

- **The Imperial Enchanter (Acquisition)**
- **Favors the First Enchanter (Approval)**
- **Bring Me the Heart of Snow White (Personal Plot)**

Romance: Not available.

Referred to as Madame de Fer, “the Lady of Iron,” Vivienne lives up to her title. A leader among the mages and official enchanter to the Imperial court, she is renowned as a fearsome woman who achieved her position through guile and deft political maneuvering. Vivienne allows nothing to stand in the way of what she desires—not those who claim she is a social climber, not those who seek to restrict her power, not even her fellow mages who would conscript her into a rebellion with which she disagrees. Vivienne fights to restore order in a world gone mad...so long as that leaves her among those left standing, once all is said and done.

Specialization

Knight-Enchanter: Whether it’s high fashion or the battlefield, Vivienne prefers to be at the forefront and in control of everything around her. She will personally see order restored—by the blade, if necessary.

First Encounter

During your first visit to Val Royeaux, seek out a Circle mage messenger to receive an invitation, unlocking the quest The Imperial Enchanter. This invite allows your party to travel to the chateau of Duke Bastien de Ghyslain, where you meet Vivienne. As the leader of the last loyal mages of Thedas, she feels compelled to join the Inquisition—accept her request to add Vivienne as a party member.

Approval

Vivienne cannot be romanced, but she holds strong opinions, which can lead to major swings in approval depending on your conversation options and actions. She has a strong need for order and discipline. As such, instability caused by the Breach is a major concern. In addition to sealing the Breach, she wants the mage rebellion crushed and the Circle restored to power. Nothing more, nothing less. She is also very skeptical of Cole and Morrigan’s true intentions.

Approval Gained

- **At Redcliffe Castle, conscript the mages.**
- **At Therinfal Redoubt, ally with the templars.**
- **Say you’ll be a “servant of faith” when made Inquisitor.**
- **Say you’ll “set an example as a mage” when made Inquisitor.**
- **Exile the Wardens after securing Adamant.**
- **Drink from the Well of Sorrows at the Temple of Mythal.**

Approval Lost

- **At Redcliffe Castle, ally with the mages.**
- **At Therinfal Redoubt, disband the templars.**
- **Allow the Wardens to join the Inquisition after securing Adamant.**
- **Support Gaspard or Briala at the Winter Palace.**
- **Allow Morrigan to drink from the Well of Sorrows at the Temple of Mythal.**

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Party Members
Sera

Inner Circle Quests:

- **A Friend of Red Jenny (Acquisition)**
- **The Verchiel March (Personal Plot)**
- **A Woman Who Wants for Nothing (Gift Plot)**

Romance: Inquisitor must be female of any race.

Sera is impulsive and revels in the moment. For her, it's not about what's right, it's about what's right now. In the Friends of Red Jenny, she humbled the authorities and had fun doing it. But now the nobility are being not just selfish but blind. War, demons, a torn sky: These are more than troubling--they're terrifying. Fortunately, Sera and her "friends" can be frightening, too, and if she needs to put an arrow through some baddies so regular people can sleep at night, so be it. Sera fights for those caught in the middle, but she also needs order restored. The world has to be normal so she can play.

Specialization

Tempest: With a satchel of dirty tricks, Sera takes the fight to her opponents before they know they're in it, committing fast and hard--and if covered in alchemical fire, all the better.

First Encounter

Sera can be recruited during the first visit to Val Royeaux in the quest A Friend of Red Jenny. Search the market for the clues left by "friends" of Red Jenny. The clues lead to a secluded courtyard accessed from the world map and sudden combat with enemies who are very surprised you found them. After the combat, Sera wants to join the Inquisition. The Friends of Red Jenny provide a thread of chaos to the Inquisition, providing resources and contacts in unexpected places. Her network is a rumor mill, drawing from disgruntled servants across Thedas. She wants to get things back to normal so people are safe and she can go back to her fun.

Approval

Sera likes helping people who deserve help, and mouthing off to people who don't--she's immediately suspicious of nobles and titles. Stealing is fine if the target is rich. Taking from the weak pisses her off. She hates people who presume they talk for groups, especially when it is assumed that she is a member of that group. Make choices that mess with nobles, because she thinks they are entitled and abusive. Sera supports liberty, but she fears and distrusts magic and demons. So that liberty doesn't apply to mages without some hefty caveats attached. Individual mages are fine, though. Appeals to tradition fall flat with her. Acting "elfy" annoys her--letting Solas talk or asking his opinion annoys her. Sera likes profit and finding caches left for Red Jenny.

Approval Gained

- At Redcliffe Castle, conscript the mages.
- At Therinfal Redoubt, disband the Templar Order.
- Say you'll "fight for order not faith" when made Inquisitor.
- Say "because it's right" when made Inquisitor.
- Say "Corypheus must be stopped" when made Inquisitor.
- Say "lead them to vengeance" when made Inquisitor.
- Say "a dwarf (or Qunari) will stand for us all" when made Inquisitor.
- Allow the Grey Wardens to join the Inquisition after securing Adamant.
- Everyone lives at the Winter Palace.
- Gain enough court approval (85+) to have Florianne arrested at the Winter Palace.
- Refuse alliance with Abelas at the Temple of Mythal.
- Allow Morrigan to drink from the Well of Sorrows at the Temple of Mythal.
- Agree that events at the Temple of Mythal are nonsense.
- Full agreement after Sera's personal plot.
- Complete romance culmination.

Approval Lost

- At Redcliffe Castle, ally with the mages.
- At Therinfal Redoubt, ally with the templars.
- Say you'll be "a servant of faith" when made Inquisitor.
- Say "an elf will stand for us all" when made Inquisitor.
- Exile the Grey Wardens after securing Adamant (major loss of approval if Blackwall is exiled with Wardens).
- Support Briala at the Winter Palace.
- Allow Empress Celene to be assassinated at the Winter Palace.
- Accept an alliance with Abelas at the Temple of Mythal.
- Drink from the Well of Sorrows at the Temple of Mythal.
- Argue with Sera after the Temple of Mythal.
- Blame Sera after completing her personal plot.
- Break up with Sera in the romance culmination scene.

Friendship

If approval is warm, Sera warms up by taking you down to her level, playing pranks on the advisors of the Inquisition so the leadership seems more human. She wants you to play along but is genuinely surprised and pleased if that happens.

After approval is warm, and once you exhaust Sera's hub topics and reach friend approval, Sera realizes she's got a chance at a home with the Inquisition, and she invites you to try to make new good memories to replace old ones. With cookies. On a roof. This can result in a shouting match but still positive approval, because friendship/romance with Sera can involve passionate fighting. So be honest if it seems foolish, but also be willing to accept that this is just how Sera is, and maybe that's the fun part.

Romance

Sera's romance is silly, sweet, and sometimes confusing. The basic structure is to flirt when the romance option appears and chat her up by going through her hub topics. Qunari Inquisitors will find approval rises quickly on the flirts. Dwarven and human players won't have it as easy as the Qunari (2x minor gains), but they still fare better than elves (minor gain). Sera is cautious about the expectations of an elf-elf pairing.

If approval is positive, a romance option will open up. You can ask about romance and she'll say maybe. Her personal plot (The Verchiel March) and warm conversation have to be complete before the romance can start. If you're in a romance with anyone else, she'll say you have to talk to them first--she's nobody's second and she doesn't share. When approval is warm, the romance starts from the dialogue hub, so go back and check again after major decisions. If hub topics are continually exhausted as you chat her up, the gift plot (A Woman Who Wants for Nothing) will start--be sure to bring Vivienne and respond positively to her unorthodox suggestion to get bonus content with Sera.

The culmination is only after the friendship conversation and friend hub topics, so keep up that approval. The culmination means you're accepting Sera on her terms, while challenging her to accept her feelings about you as well. Sera doesn't come up--you have to join her on her level.

Caution

Sera cannot accept what goes on in Mythal. If your character is determined to believe what went on there, it spells the end for the romance.

Nicknames

Sera initially gives her lover the nickname "Inky" when the romance starts. You get one chance to randomly change it in the romance-start conversation, but random means random, and Sera may just decide to keep it the same. You get one other chance in her hub that will change it, but which one is selected is randomly determined.

- **Inky (default)**
- **Shiny**
- **Tadwinks**
- **Teetness**
- **Buckles**

If you complete the romance culmination scene, and if you're at a loss for words and just flat out say "Love is the best," Sera gives you a new nickname. If you like a particular nickname, keep Sera away from Cole--they have a banter that will "ruin" the current one, and Sera will randomly change it to one of the others.

The Bad Breakup

You can break up with Sera at a number of points, including off her hub. Most have no lasting animosity, like it was a fling. But there is a special check for "the bad breakup" that locks out a couple of friend hub topics and changes her "can we be friends" response. The Inquisitor and Sera have a bad breakup:

- **If you break up with her in the hostile confrontation (only possible pre-culmination with extremely low approval). The romance can't be saved, but she can be convinced to stay. If you drive her down to hostile again, however, she's just leaving. This conversation sets approval to cold.**
- **If you break up with her during the culmination scene.**
- **If you break up with her at Mythal (or she breaks up with the player).**
- **If you break up with her after having romanced her through both her friend conversation and the Mythal conversation. This assumes you have arbitrarily chosen to break up a relationship that has been going for some time.**

Note

Sera's character codex will update over time with some of the things you learn about her, like her affinity for fighting dragons or darkspawn, or finding one of her Red Jenny caches. Sera also has a journal of sorts that she regularly updates. It's outside her room in the Skyhold Tavern. Some of her more personal milestones will be recorded there, so check back later in the game.

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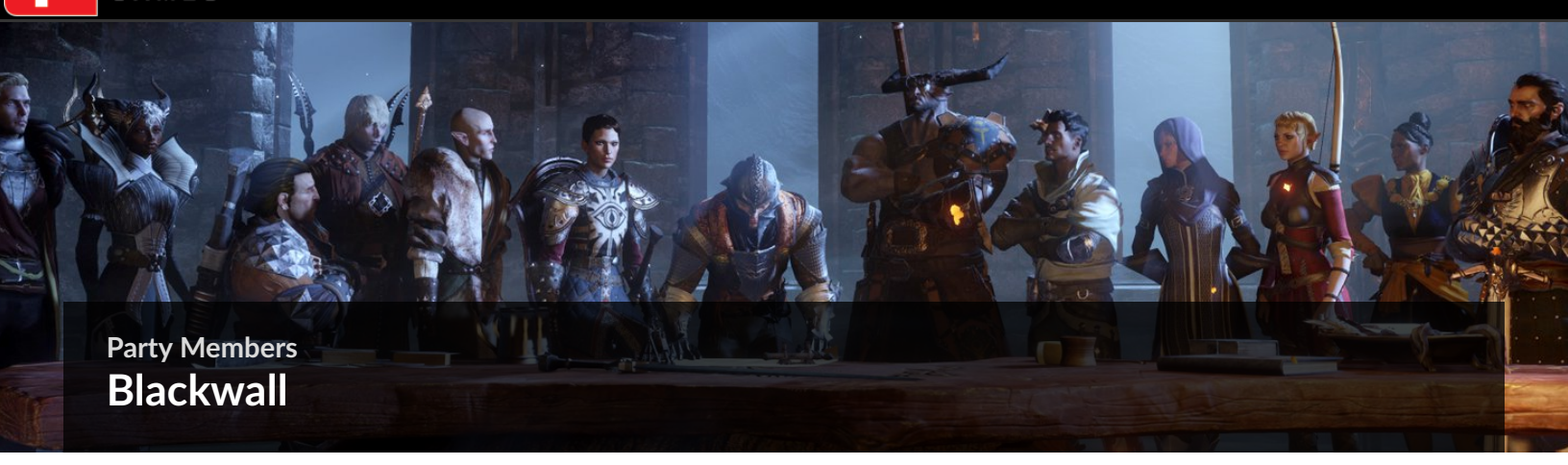

Party Members

Blackwall

Inner Circle Quests:

- **The Lone Warden (Acquisition)**
- **Memories of the Grey (Approval)**
- **Explanations (Gift Plot)**
- **Revelations (Personal Plot)**

Romance: Inquisitor must be female of any race.

The Grey Wardens hold a lonely vigil, enduring lives of hardship and sacrifice to protect the world from an evil that can never truly be conquered. Few would volunteer for this: the suffering, isolation, and promise of a violent death. But the path of a Warden is also one of valor, and those who give themselves to the cause are rewarded with the knowledge that they have become something more than they were. Blackwall is one of the rare few Wardens who choose, of their own accord, to pick up the shield. He believes so wholeheartedly in the noble ideal of the Grey Wardens that he would rather have this life than any other.

Specialization

Champion: Blackwall has sworn to give his life to protect his friends and allies. He puts himself between them and danger, and his experience and resolve let him stand against attacks that would fell weaker warriors.

First Encounter

You first learn of Blackwall from Leliana, following your return from Val Royeaux—this unlocks the quest The Lone Warden. Follow Leliana's lead to find Blackwall training Warden recruits by Lake Luthias in the Hinterlands. After you help him and his recruits drive off an attacking band of mercenaries, Blackwall offers to join the Inquisition. Take him up on his offer and consider adding him to your party immediately. You must recruit Blackwall before Adamant. Otherwise he won't be available.

Approval

Blackwall approves of helping others, whenever possible. He believes the Inquisition has a responsibility to make the world a better place. While huge troubles like war and the Breach are a concern, he doesn't want to see the Inquisitor shutting eyes to the suffering of the average person either. Blackwall also likes to see the Inquisitor give people a second chance, even if they have done terrible things in the past. Summary executions of those the Inquisitor considers enemies may cause him to disapprove.

Approval Gained

- **Ally with the mages or the templars.**
- **Say "because it's right" when made Inquisitor.**
- **Allow the Grey Wardens to join the Inquisition after securing Adamant.**
- **Support Gaspard at the Winter Palace.**
- **Gain enough court approval (85+) to have Florianne arrested at the Winter Palace.**
- **Save Empress Celene's life at the Winter Palace.**
- **Drink from the Well of Sorrows at the Temple of Mythal (if Blackwall is not in a romance with Inquisitor).**
- **Morrigan drinks from the Well of Sorrows at the Temple of Mythal (if Blackwall is in a romance with Inquisitor).**

Approval Lost

- **Force either the mages or the templars to surrender and serve the Inquisition.**
- **Say you'll "do it for my own power" when made Inquisitor.**
- **Exile the Grey Wardens after securing Adamant.**
- **Support Briala at the Winter Palace.**
- **Refuse an alliance with Abelas at the Temple of Mythal.**
- **Allow Empress Celene to be assassinated at the Winter Palace.**

Romance

You can flirt with Blackwall early, from the moment he is recruited. All you have to do is pick the options with the romance icons. Blackwall will flirt back initially, thinking the flirts harmless.

Speak to Blackwall after the destruction of Haven. Here, when you express fondness for him, he pulls back. He realizes that the relationship might be progressing, and though he is attracted to you, he thinks indulging his feelings is inappropriate. You can try to persuade him, but he will leave, telling you that the dalliance shouldn't continue. To continue the romance, you must maintain a positive approval with Blackwall and complete his quests.

To obtain Blackwall's gift plot, speak to him in the stables at Skyhold once you've obtained adequate positive approval. Here he reveals he has something to show you in the Storm Coast, unlocking Explanations. Go with him to the Storm Coast and recover a badge. from his previous life.

Just when the relationship seems to be progressing well, Blackwall leaves Skyhold and the party, triggering the start of his personal plot, Revelations. Clues point you to Val Royeaux. Once in Val Royeaux, you're shown a scene with Blackwall. After the scene, you can go to the prison to speak with him and decide how to resolve the situation. Allowing Blackwall back into the Inquisition requires doing a mission on the war table and judging Blackwall. For the romance to continue, you must either send Blackwall to the Grey Wardens or tell him he is free to choose his own path. With Blackwall back in the Inquisition, you can culminate the romance by speaking to him at the stables in Skyhold, leading to a scene in your quarters.

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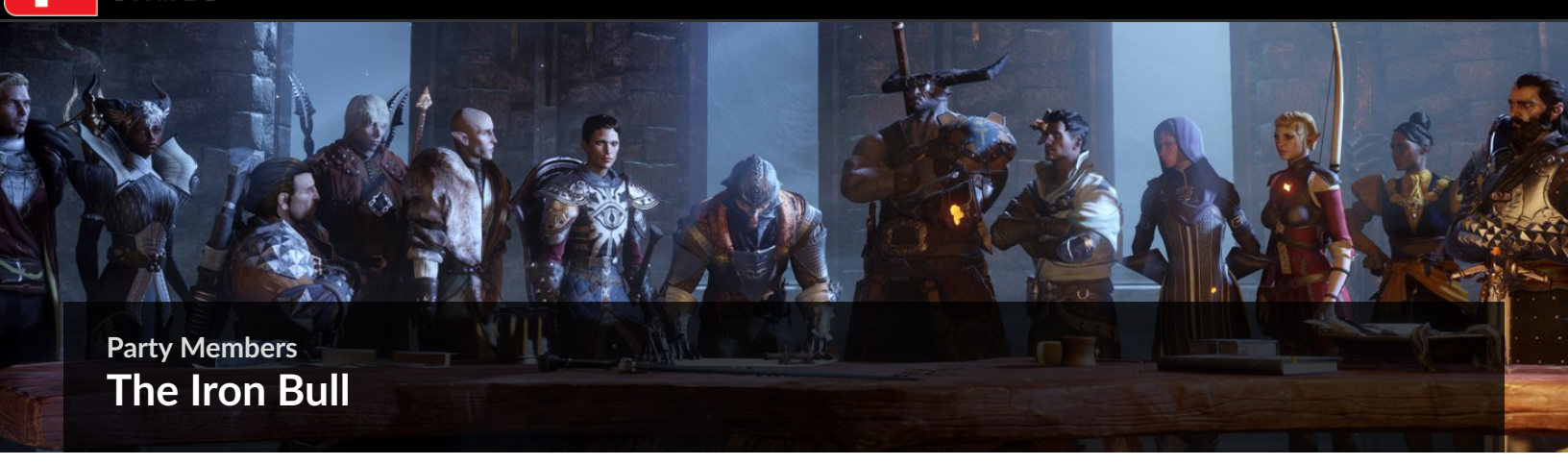

Party Members

The Iron Bull

Inner Circle Quests:

- **The Captain of the Chargers (Acquisition)**
- **Demands of the Qun (Personal Plot)**
- **Tough Love (Romance Plot)**

Romance: Inquisitor can be any gender or race.

Qunari are known across Thedas as the brutal horned giants who descended from the north to nearly conquer the continent. These ruthless followers of a harsh philosophy enforce their will through the Ben-Hassrath: their spies and secret police. One brilliant agent did it all, hunting spies, rebels, and deserters until the day he finally broke. To preserve a valuable asset, his superiors sent him to Orlais to observe and report—and the Iron Bull was born.

Today, Bull's Chargers are famous mercenaries, fiercely loyal to the huge Qunari warrior who leads them into battles and taverns with equal enthusiasm. The Iron Bull still sends the Ben-Hassrath reports, but years of living outside Qunari rules have him wondering which identity is really him. Whoever he is, he's more than happy to join the Inquisition and get paid to kill demons.

Specialization

Reaver: The Iron Bull's combat style has honed his aggression and anger to a killing edge. He has learned to turn his own pain into a fury that makes him even deadlier when the fight gets bloody.

First Encounter

After addressing the clerics in Val Royeaux, speak to Krem standing outside the Chantry in Haven. He invites you to come to the Storm Coast and meet his commander, Iron Bull—this unlocks the quest The Captain of the Chargers. Before you can go to the Storm Coast, you must first scout it on the war table. Once at the Storm Coast, help Iron Bull and his Chargers eliminate a group of Tevinter mercenaries. Afterward, Iron Bull offers his group's services to the Inquisition. But he makes one thing clear: He is an agent of the Ben-Hassrath and will be reporting on the Inquisition's activities. If you're comfortable with having a Ben-Hassrath spy in your midst, welcome Iron Bull and his Chargers to the Inquisition.

Approval

Iron Bull enjoys being brought along on missions and fighting good fights against tough enemies. He is fairly easy to win over, as he is inclined to support you and the Inquisition regardless of most of your choices. You can impress him (or at least entertain him) by fighting Venatori forces, and he will be incredibly grateful if you kill a dragon with him in the party. You have many chances to flirt with Bull, and in almost every case, Bull appears to completely miss the fact that you are flirting with him. Stay strong!

Approval Gained

- **At Redcliffe Castle, make the rebel mages surrender and serve the Inquisition.**
- **At Therinfal Redoubt, accept the templars as allies.**
- **Allow the Grey Wardens to join the Inquisition after securing Adamant.**
- **Support Gaspard or Celene at the Winter Palace.**
- **Gain enough court approval (85+) to have Florianne arrested at the Winter Palace.**
- **Allow Empress Celene to be assassinated at the Winter Palace.**
- **Skip the rituals at the Temple of Mythal.**
- **Drink from the Well of Sorrows at the Temple of Mythal.**

Approval Lost

- **At Redcliffe Castle, accept the rebel mages as allies.**
- **At Therinfal Redoubt, disband the Templar Order.**
- **Exile the Wardens after securing Adamant.**
- **Allow Morrigan to drink from the Well of Sorrows at the Temple of Mythal.**

Romance

You can talk with Bull about his past, and once your approval is high enough, you can learn about his work in Seheron. This soon opens up his plot, Demands of the Qun, which offers a chance for an alliance with the Ben-Hassrath against the Venatori by taking out a Venatori smuggling ship. The plot offers a major choice that affects Bull's character, but neither option causes him to disapprove of you or ends a romance.

Once Bull's plot is complete and you have won Bull's approval, you get a scene reacting to the events of the plot, with Bull either reminiscing about the Chargers or dealing with Ben-Hassrath assassins. After this conversation is complete, if you have flirted with Bull on previous occasions, then the next time you speak with Bull, he will show up in your room to talk with you. If you are interested, confirm that you want to have sex. When that scene is done, speak with Bull again and ask to talk about what happened, and Bull will discuss the rules of your relationship, if you choose to pursue one. If you're interested, you can now begin a relationship with him.

Once you have begun your relationship, you can talk with Bull about the ramifications. If you wish to make things more serious, Bull talks about a special Qunari item—a necklace made from a dragon's tooth. Find a dragon, kill it, and visit the requisitions table to make its tooth into a necklace. Speak with Bull and choose to give him the gift. You'll be jumped to a scene where your relationship with Bull becomes public, and you have the chance to declare that it was just a fling (and end the romance) or to commit to it and give Bull his gift. After that, you and Bull are officially together for all the world to see, and you can later spend time with him if you wish for a final private moment.

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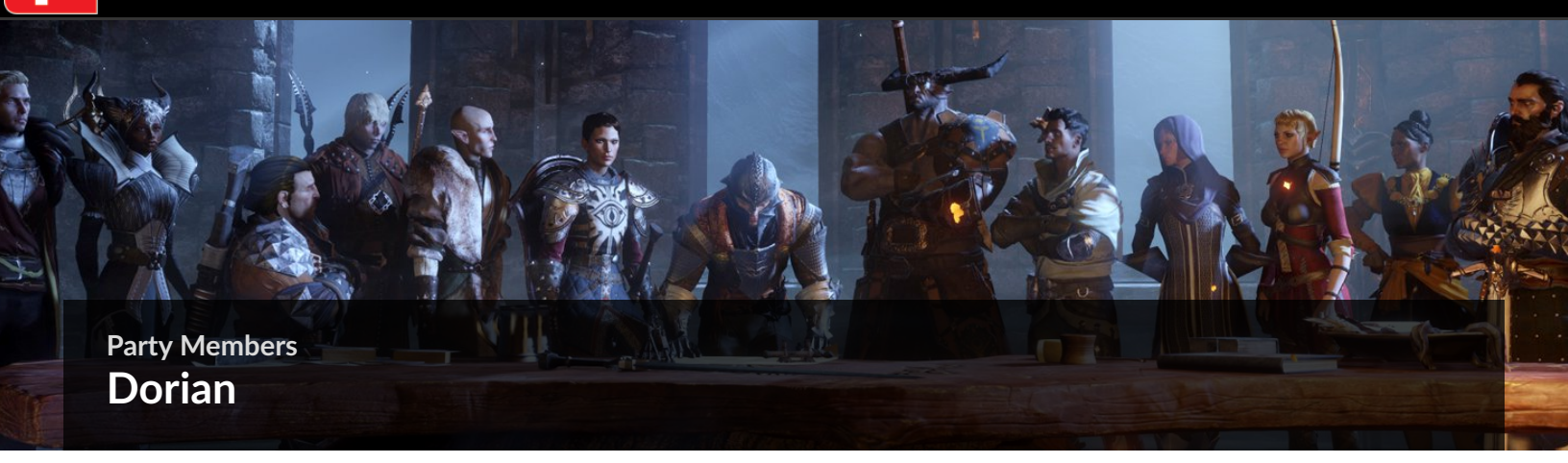

Party Members

Dorian

Inner Circle Quests:

- **One Less Venatori (Approval)**
- **Last Resort of Good Men (Personal Plot)**
- **The Magister's Birthright (Romance Plot)**

Romance: Inquisitor must be male of any race.

Being from a proud bloodline of the Tevinter Imperium has its advantages: Dorian was born with a flair for magic that made him the envy of his peers. He is charming and confident, his wit as sharp as any blade, and if some suggest his manner cocky, it could be attributed to being a powerful mage in a land where mages rule. Indeed, Dorian would be the pride of his family—if he didn't oppose everything his homeland has come to stand for. He wears the labels of "pariah" and "outcast" proudly, knowing that views of the Imperium are unlikely to change until and unless someone of his ability stands up to make a difference.

Specialization

Necromancer: Dorian is well-versed in spells that bind and manipulate Fade spirits, a practice that does not have the same stigma in the Tevinter Imperium as it does elsewhere in Thedas.

First Encounter

Your first encounter with Dorian differs based on whether you chose to ally with the rebel mages or templars. If you chose In Hushed Whispers, Dorian is first encountered inside Redcliffe village's chantry after you've met Alexius. Here Dorian informs you of Alexius's devious plan and offers to help stop him. After your time-bending adventure through Redcliffe Castle, Dorian offers to stay and help the Inquisition. If you chose to pursue the templars in Champions of the Just, Dorian isn't encountered until you return to Haven after defeating the envy demon in Therinfal Redoubt. Dorian is the one who arrives at Haven's main gate to warn you of Corypheus's attack. Later, at Skyhold, you can speak to Dorian in the library and ask him to join the Inquisition.

Approval

Dorian is the ultimate rebel and nonconformist. He has embraced his "deviant" status by leaving home and actively working to reform the Imperium, even if that means he must do it from outside. Dorian approves of witty retorts and clever decision-making—especially when these decisions support mages and his efforts to reform Tevinter. While critical of the Imperium himself, Dorian takes exception when others disparage Tevinter. Blunt and aggressive responses also annoy him. Having seen firsthand what became of his mentor, Alexius, Dorian is wary of blood magic and any other forbidden uses of magic.

Approval Gained

- **Ally with the rebel mages at Redcliffe.**
- **Say "Corypheus must be stopped" when made Inquisitor.**
- **Allow the Grey Wardens to join the Inquisition after securing Adamant.**
- **Gain enough court approval (85+) to have Florianne arrested at the Winter Palace.**
- **Reunite Celene and Briala at the Winter Palace.**
- **Allow Celene to be assassinated at the Winter Palace.**
- **Ally with Abelas at the Temple of Mythal.**
- **Defeat Calpernia without fighting at the Temple of Mythal.**
- **Allow Morrigan to drink from the Well of Sorrows at the Temple of Mythal (major approval if Dorian is in a romance with the Inquisitor)**

Approval Lost

- **Conscript the mages at Redcliffe.**
- **Disband or ally with the templars at Therinfal Redoubt.**
- **Make Alexius tranquil in his judgment.**
- **Say you'll "do it for my own power" when made Inquisitor.**
- **Exile the Grey Wardens after securing Adamant.**
- **Kill Ponchard during Dorian's romance gift plot.**
- **Choose Gaspard as the next emperor of Orlais.**
- **Refuse an alliance with Abelas at the Temple of Mythal.**
- **Drink from the Well of Sorrows at the Temple of Mythal (increased disapproval if Dorian is in a romance with the Inquisitor)**

Romance

Dorian is a natural flirt in his conversations with women. But he maintains a respectful distance from men, fully aware that not every man will reciprocate his interest. However, if playing as a male Inquisitor you can fire back with your own flirts to indicate you're interested in being more than just friends.

The romance doesn't officially begin until after you've completed Dorian's personal plot, Last Resort of Good Men. Indicate your intentions to Dorian at the end of this quest or during a conversation at Skyhold. Once the romance has begun, you receive a message from Leliana, initiating Dorian's romance plot, The Magister's Birthright. But be careful when completing this quest; killing Ponchard ends not only the quest but also your romance with Dorian.

If the romance is still active following The Magister's Birthright, speak to Dorian in Skyhold. When Dorian suggests returning to your quarters, do so to culminate the romance. Your romance with Dorian is not popular with the Chantry, and Dorian feels you may be putting your personal interests ahead of the Inquisition's. You can call off the relationship at any point.

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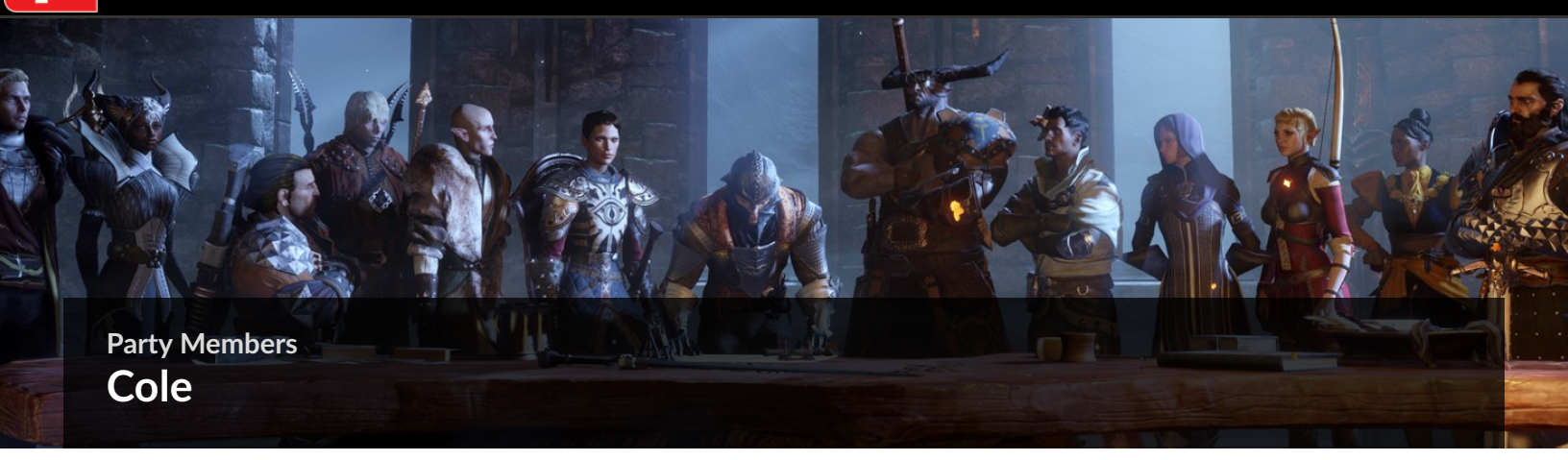

Party Members

Cole

Inner Circle Quests:

- **The Forgotten Boy (Acquisition)**
- **Subjected to His Will (Personal Plot)**

Romance: Not available.

He is a ghost in the shadows, walking unnoticed through crowds. He can slit an enemy's throat before they even realize he's there, then slip away, never to be seen again. Those few who do notice him soon forget he ever existed...and Cole isn't certain that he does exist. He is a spirit, impossibly caught between the immaterial realm of the Fade and the confusing realities of our physical world, but does that make him real? Does it make him human or a demonic pretender, as some believe?

All Cole knows for certain is that the world is full of pain and he must find his place within it. Those who wish to restore order and help the helpless will find him a strange but unwavering ally. Those who use their power for selfish reasons may never see Cole again—if they remember that he was there to begin with.

Specialization

Assassin: As a spirit dedicated to mercy, Cole is oddly suited to killing enemies with speed and precision. He can eliminate targets too dangerous to face directly with strikes they never even notice.

First Encounter

Like Dorian, Cole can be encountered in a couple of different ways. If you chose to pursue an alliance with the templars, in Champions of the Just, Cole appears in the nightmare world, helping you escape and defeat the envy demon. After you return to Haven, Cole appears in the war room, giving you the opportunity to recruit him. If you chose to ally with the rebel mages, you don't encounter Cole until Haven is attacked by Corypheus—it's Cole who arrives at Haven's gate to warn you of the incoming attack. When the Inquisition regroups at Skyhold, look for Cole in the courtyard and give him the chance to join the Inquisition.

Approval

Created from compassion, sensitive to the pain of others, Cole is a raw nerve, trying to help people in a world he does not fully understand. He is unsure about his past, knowing only that he wants to stay and help people. Cole is appreciative when you go out of your way to help those in need. These tasks may not advance the cause of the Inquisition, but they're met with Cole's approval.

Because he's a spirit, you gain approval from Cole for helping the helpless even if he's not present or even recruited. Completing quests to help people before recruiting Cole provides a large starting bonus to Cole's approval once he joins the Inquisition. Completing quests after recruiting Cole, but without Cole present, provides a normal approval bonus.

Also, during judgments, be wary of locking up prisoners. Events during *Dragon Age: Asunder* have led Cole to think of dungeons as a fate worse than death, and his approval drops accordingly.

Approval Gained

- **At Redcliffe Castle, ally with the mages.**
- **At Therinfal Redoubt, disband the Templar Order.**
- **Exile the Grey Wardens after securing Adamant.**
- **Support Briala at the Winter Palace.**
- **Reunite Celene and Briala at the Winter Palace.**
- **Everyone lives at the Winter Palace.**
- **Gain enough court approval (85+) to have Florianne arrested at the Winter Palace.**
- **Ally with Abelas at the Temple of Mythal.**
- **The Inquisitor or Morrigan drinks from the Well of Sorrows at the Temple of Mythal.**

Approval Lost

- **At Redcliffe Castle, conscript the mages.**
- **At Therinfal Redoubt, ally with the templars.**
- **Allow the Grey Wardens to join the Inquisition after securing Adamant.**
- **Support Gaspard at the Winter Palace.**
- **Allow Empress Celene to be assassinated at the Winter Palace.**
- **Refuse alliance with Abelas at the Temple of Mythal.**

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The War Council

Introduction

In the Inquisition, the war council is the governing body responsible for making the tough decisions necessary to restore order. The war council consists of Cassandra, Cullen, Leliana, Josephine, and you, the Inquisitor. Whether in Haven or Skyhold, the war council meets in a dedicated chamber, gathering around the war table. It is within this chamber that key decisions are made, operations are assigned, and Inquisition perks are allocated. However, the war council is not a democracy. As Inquisitor, it's up to you to determine how the Inquisition utilizes its power and influence.

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The War Council

Advisors

Cullen, Leliana, and Josephine are indispensable advisors to the Inquisition, relying on their experience and connections to provide insight on a variety of topics. But these three rarely see eye to eye, often arguing over the best course of action. As Inquisitor, it's your job to take the advice from these advisors and make the decision you feel is best. In addition to providing intelligence and advice, the advisors are tasked with fulfilling the orders of the Inquisitor. Even if they don't always agree with your decisions, the advisors are loyal and will do their best to make your will a reality.

Cullen

Inner Circle Quests:

- **Perseverance (Personal Plot)**
- **Happier Times (Gift Plot)**
- **Before the Dawn (Samson nemesis quest)**

Romance: Inquisitor must be female human or elf.

Cullen has seen the worst that magic and corruption can do to innocent people. Trained from a young age, he has devoted more than half his life in service to the Templar Order. He saw the Ferelden Circle fall during the Blight and was witness to the mage–templar conflict that tore Kirkwall apart. In the aftermath, it was Cullen who rallied what remained of Kirkwall's templars to restore order to the devastated city. His leadership and integrity caught the attention of Cassandra Pentaghast, who recognized in him a vital component in forming the Inquisition. Now the world is falling into chaos. Cullen is through waiting for others to act, and he's determined that the Inquisition will make a difference for the people of Thedas.

Romance

If playing as a female elf or human, you can initiate a romantic relationship with Cullen. Take every opportunity to flirt with Cullen during conversations to progress the romance. However, these conversation options will not arise if you're currently in a relationship with someone else. If you want to pursue Cullen, call off any other relationships first.

Because he's a templar, lyrium is a very sensitive subject for Cullen. If you want to keep the possibility of a romance open, never order Cullen to take lyrium. If you persist in ordering Cullen to take lyrium, change your mind in the follow-up or tell him he can find a better way after the war. If you order Cullen to take lyrium, he will break up with you, or if the relationship hasn't started, it will now be impossible.

If you want to end the relationship with Cullen, you can do so by speaking to him in Skyhold (choose "We need to end this.") You can also break up with him during a heightened moment during his romance arc.

> **Note**
>
> Unlike party members, advisors are not affected by the approval system—you cannot gain or lose approval with them. So you don't need to warm up to them in the same way before pursuing a romance. Instead, focus on flirtatious conversation options to advance the relationship.

Leliana

Inner Circle Quests:

- **The Left Hand of the Divine (Personal Plot)**
- **Under Her Skin (Calpernia nemesis quest)**

Romance: Not Available.

She has many names. Most know her as "Sister Nightingale" or "the Left Hand of the Divine." To the rare friend, she is Leliana. They say she found faith amid darkness, and that her devotion to the Maker is matched only by her devotion to Divine Justinia V, a woman who is both mentor and savior. Those who have earned her loyalty know her as a steadfast ally. But enemies of the Divine know to fear her, for she is the shadow behind the Sunburst Throne—the one who watches and waits, who strikes when her mark is most vulnerable and least suspecting.

Josephine

Inner Circle Quests:

- **Of Somewhat Fallen Fortune (Personal Plot)**
- **Heraldry From a Herald (Gift Plot)**
- **An Unexpected Engagement (Romance Plot)**

Romance: Inquisitor can be any race or gender.

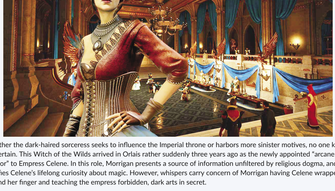
The Inquisition's power is not absolute: It must earn its place among the forces in conflict. Sister Leliana understands this well and has called on an old friend, Lady Josephine Montilyet, to be the Inquisition's ambassador in the halls of the influential. The eldest daughter of a noble Antivan family, Josephine is a rising star among diplomats, skilled at forging alliances with tact, grace, and carefully cultivated favors. She is a consummate planner who understands that resurrecting the Inquisition will require support and goodwill from Thedas's movers and shakers. Fortunately, the ambassador enjoys a challenge, and she sincerely believes that the Inquisition is the best way to halt the chaos sweeping Thedas.

Romance

Josephine can enter a romance with an Inquisitor of any race or gender. Talk to Josephine in Skyhold, and when romance options come up, take them. At some point Josephine will tell you Leliana wanted to speak with you—go to Leliana after that, and she'll ask you about your romantic intentions toward Josephine. Return to Josephine after that talk with Leliana, and that will trigger the conversations where you can choose to start the romance. You will now see a few new conversation options with Josephine. Taking them and coming back to speak with her advances the plot of the romance.

If you want to end the relationship with Josephine, speak to her at her desk in Skyhold. Choose "Let's talk about us" and then tell her you want to end things to permanently call off the romance. You can also break up with her during a crucial moment in her romance plot. Both these options have a broken-heart icon to indicate this will break off your romantic relationship with Josephine.

Morrigan: Liaison to the Inquisition



Whether the dark-haired sorceress seeks to influence the Imperial throne or harbors more sinister motives, no one knows for certain. This Witch of the Wilds arrived in Orlais rather suddenly three years ago as the newly appointed "arcane advisor" to Empress Celene. In this role, Morrigan presents a source of information unfiltered by religious dogma, and she satisfies Celene's lifelong curiosity about magic. However, whispers carry concern of Morrigan having Celene wrapped around her finger and teaching the empress forbidden, dark arts in secret.

Following events at the Winter Palace in Halamshiral, Morrigan is assigned as an Imperial liaison to the Inquisition. While not a party member or advisor, Morrigan plays a key role as the Inquisition ventures into the Arbor Wilds.

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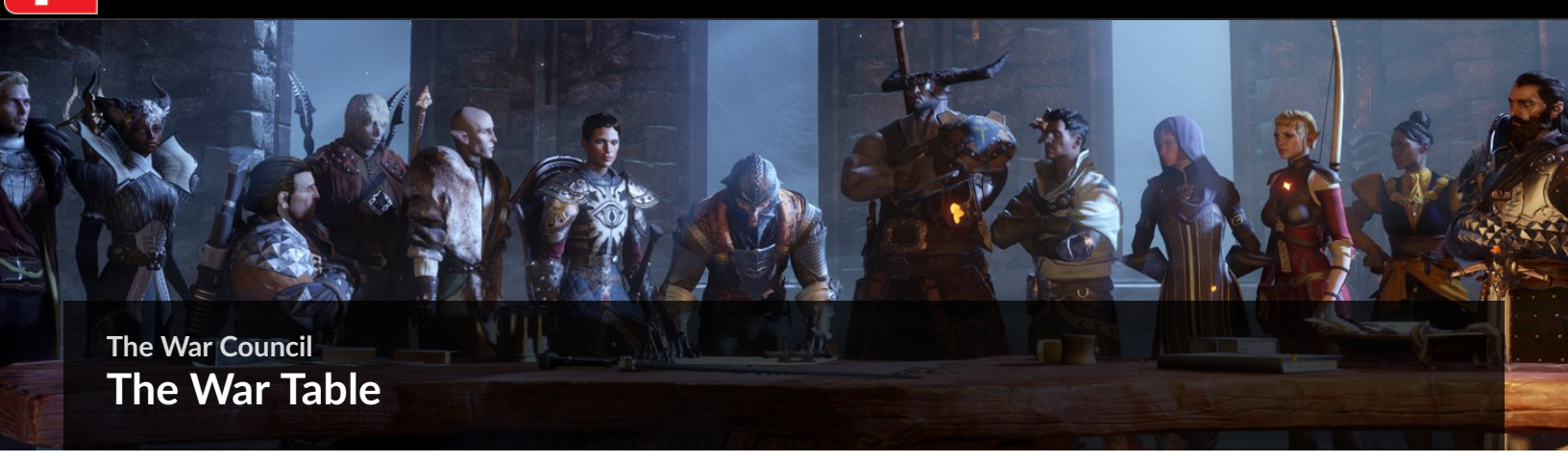
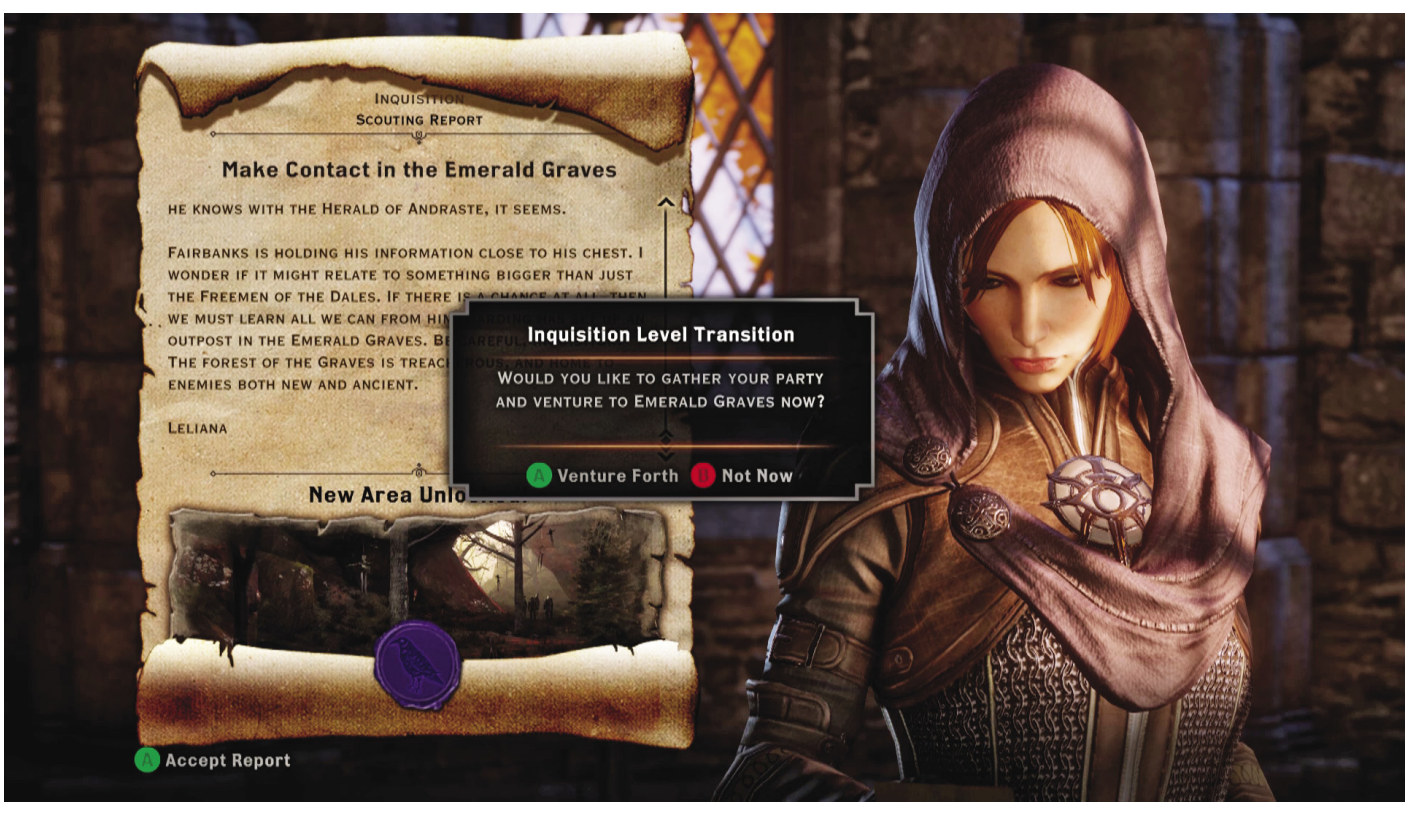


The War Council

The War Table

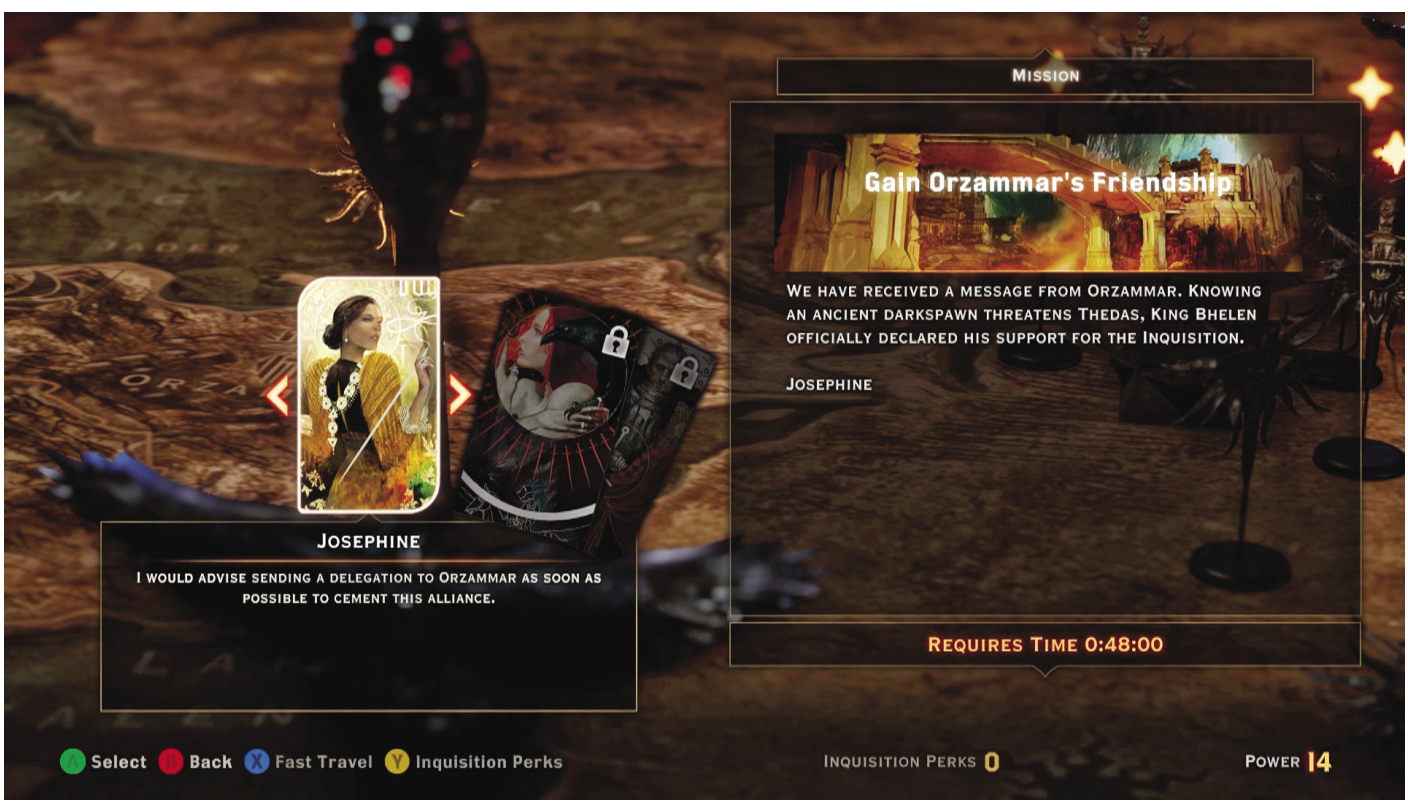
When the war council convenes, its members gather around the war table, displaying a massive map of southern Thedas. This is where the Inquisition can apply its power across Orlais and Ferelden by conducting operations. You can assign the three advisors to perform operations anywhere there's a marker on the map. Highlight the various markers to browse the available operations. Initially, there are only a handful of operations on the map, but as your Inquisition grows, more operations are unlocked, requiring you to carefully consider the allocation of your advisors. There are two types of operations available on the war table: scouting operations and missions.

Scouting Operations



Completing scouting operations unlocks new locales to explore. But you'll need power. All scouting operations have a cost associated with them, requiring a specific amount of power. Power is obtained by completing critical path plots, establishing camps, closing Fade rifts, capturing keeps, finding all landmarks in a locale, or by defeating high dragons. Once you have acquired some power, select a scouting operation on the war table, often marked by a dagger. Here you'll see the cost associated with the scouting operation and choose an advisor to oversee it. Unlike missions, scouting operations do not occupy an advisor's time—they're completed instantaneously. Even if an advisor is already busy conducting a mission, he or she can still perform a scouting operation without interruption.

Missions

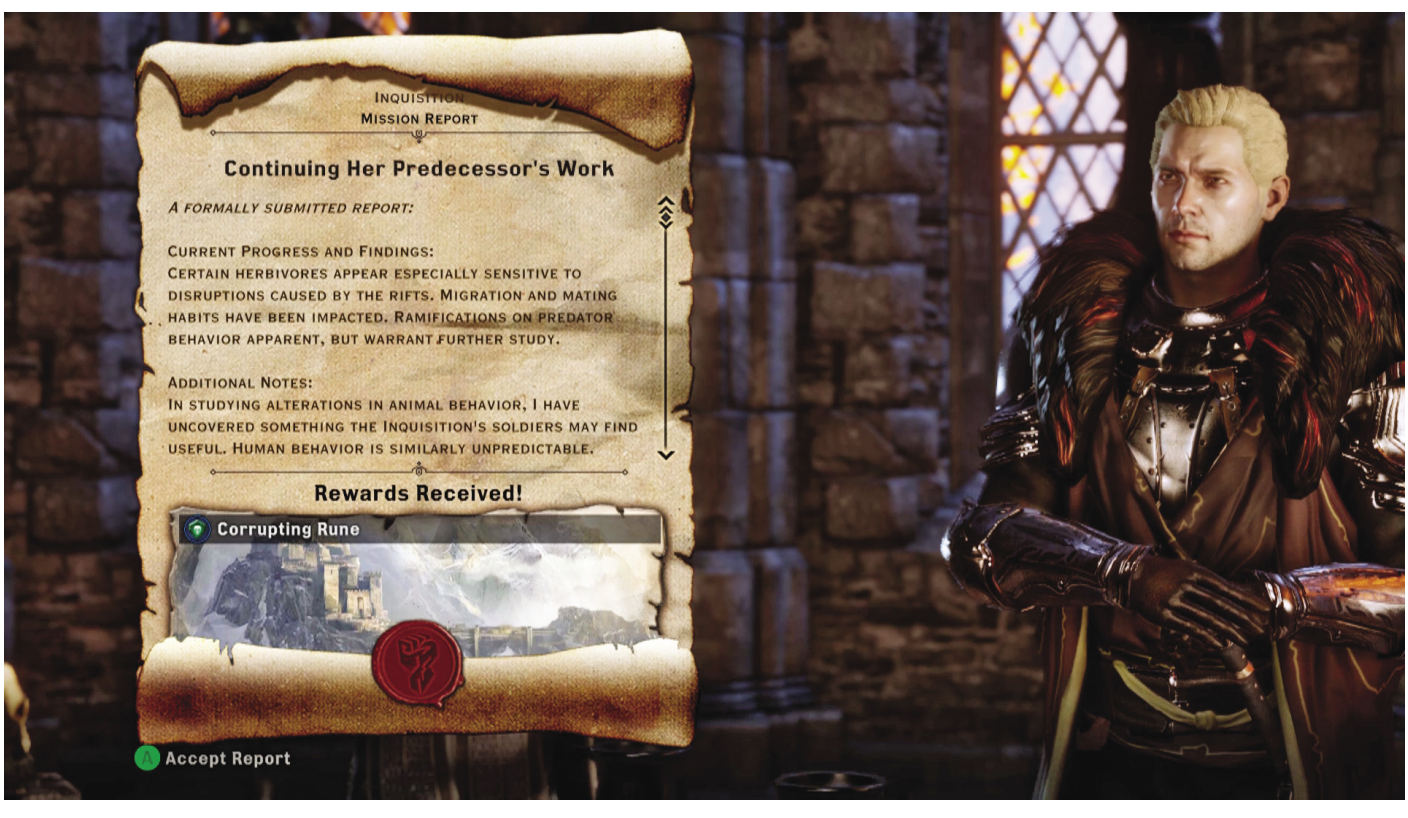


Running the Inquisition becomes increasingly complex as the organization grows. As Inquisitor, you can't be everywhere at once. Fortunately, the advisors (and their agents) are available to conduct missions on their own—you just have to assign them. Missions expand the story of the Inquisition's adventures and earn rewards. Take time to read the details of each available mission and determine the best advisor for the job. Josephine is a diplomat and relies on connections and influence to complete her tasks. Leliana is a spymaster and utilizes her network of agents to collect information. Cullen, a former templar, leads the Inquisition's army and relies on displays of force. Each mission shows how much time it takes for an advisor to complete the task. Some missions take only a few minutes, while others take hours. The advisor who can complete the mission quickest is usually the best suited for the job.

Tip

Missions are completed in real time. So if you encounter a mission that will take several hours to complete, consider assigning it before ending your gameplay session. When you come back and restart the game, the mission will probably be complete, assuming enough time has elapsed.

Mission Reports and Rewards



When a mission is complete a notification appears on-screen. Return to the war table and select the mission marker on the map to receive a report—the marker flashes when a report is available. The report details the outcome of the mission and lists any rewards received. Rewards can include gold, influence, equipment, or even approval for certain party members. And the reward you receive may differ depending on the advisor you assigned. You must collect reports from the war table in order for the associated rewards to be applied. Sometimes completing missions unlocks new, follow-up missions on the war table. Like rewards, these follow-up missions won't appear until the previous report is collected. So scan the war table regularly to ensure you're not missing any reports.

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The War Council

Inquisition Rank

As your Inquisition grows in size and stature, so does its influence and rank. Similar to XP, influence is earned by completing most quests. But instead of leveling up your character, influence levels up the Inquisition. New Inquisition ranks are granted at regular intervals. And with each rank acquired, your Inquisition gains one perk point.

Inquisition Ranks

Rank	Equivalent Player Level	Influence Required
1	1-3	0
2	4-6	1000
3	7-8	3000
4	9-10	6000
5	11-12	10000
6	13-14	15000
7	15-16	21000
8	17-18	28000
9	19-20	36000
10	20-21	45000
11	22-23	55000

Perks

Perk points can be spent to acquire valuable perks, enhancing the Inquisition in specific ways. There are four categories to choose from: Forces, Secrets, Connections, and Inquisition. Within each category are various perks, each with a unique benefit. Some perks directly impact your party in the field, allowing you to carry more healing potions or increasing your party's inventory. Other perks offer more indirect benefits, like those that offer discounts or enhanced inventory from merchants. But not all perks are available to newcomers—some require dedicated investment in the category before they're unlocked. These advanced perks often provide greater benefit, making the investment worthwhile. However, choose your perks carefully—you won't be able to afford them all. In a standard game, you're likely to earn 10 or fewer perk points, and each perk (except for agent perks) costs one point. So consider your options carefully and formulate a long-term game plan to acquire the perks you desire. Study the following tables to view all available perks, including those provided by agents.

Note

Agent-based perks do not cost perk points but count toward the total points required to unlock advanced perks—so recruit agents to acquire those advanced perks sooner. See the Agents section for more information.

Forces Perks (Cullen)

Name	Description	Prerequisite
Underworld Knowledge	Detailed study of underworld customs and their brutal but practical applications. Opens up new dialogue options related to criminal activities and grants +50% XP for each codex entry unlocked.	—
Massache's Method	A methodology developed by an Orlesian blademaster and used by chevaliers to analyze their own performance in combat. Grants a 5% increase in XP earned from killing foes.	—
Rider's Posture	Training in proper weight distribution during hard riding significantly increases resistance to being unseated.	Invest 2 points in Forces category.
Antivan-Stitched Saddle	Proper tack of fine Antivan leather, custom-fitted to both horse and rider, significantly increases resistance to being unseated.	Rider's Posture
Advanced Focus	Increase maximum focus from 100 to 200. Second-tier focus effect for abilities can now be triggered.	Invest 5 points in Forces category.
Master Focus	Increase maximum focus for all party members from 200 to 300. Third-tier focus effect for abilities can now be triggered.	Advanced Focus
True Grit	Harsh environment training can be dangerous but will harden anyone into a survivor. All party members gain a 10% increase to all defenses.	Capture any keep.
More Healing Potions	Increase the maximum number of potions the party can carry by four.	Invest 3 points in Forces category.

Mage Schematics	Many mages from all over Thedas have joined the Inquisition, hoping for some degree of order and protection. Reverse engineering their robes and staves will provide new, rare schematics.	Invest 4 points in Forces category.
Rogue Schematics	Many of Leliana's new agents bring gear from their previous employers. Gathering their collective gains will provide new, rare schematics.	Invest 4 points in Forces category.
Warrior Schematics	Sellswords, templars, chevaliers: The Inquisition's forces come from wide-ranging backgrounds. Scour the troops' arms and armors for new, rare schematics.	Invest 4 points in Forces category.
Lord Berand (Agent)	Lord Berand of Ferelden has pledged his sword, and those of his forces, to the Inquisition. The addition of these soldiers bolsters the Inquisition's forces. Reduces by 5% the time it takes for Cullen to complete operations.	Recruit Berand.
Clemence, the Tranquil (Agent)	Mage Clemence from Redcliffe is now using his knowledge of minor enchanting to reinforce the Inquisition's defenses. Reduces by 5% the time it takes for Cullen to complete operations.	Recruit Clemence.
The Blades of Hessarian (Agent)	The Blades are unquestioningly loyal and relentless in battle. The group's addition to the Inquisition lends significantly to its forces' strength. Reduces by 5% the time it takes for Cullen to complete operations.	Kill their leader, then recruit the Blades of Hessarian.
Vale's Irregulars (Agent)	Corporal Vale has founded Vale's Irregulars, a company of refugees willing and able to take up arms against the chaos. Reduces by 5% the time it takes Cullen to complete operations.	Recruit Corporal Vale.
Loranil (Agent)	Loranil's involvement with the Inquisition cements an alliance with his clan. The perspective of a Dalish elf also gives the Inquisition's forces an added advantage. Reduces by 5% the time it takes Cullen to complete operations.	Recruit Loranil.
Michel de Chevin (Agent)	Michel de Chevin, Empress Celene's former champion, brings to the Inquisition his considerable experience as a chevalier. Reduces by 5% the time it takes Cullen to complete operations.	Recruit Michel de Chevin.
Ser Barris (Agent)	Ser Barris's skill and leadership abilities make him indispensable to Cullen. With his understanding of the red templars, he is also well suited to preparing the Inquisition's soldiers for what they will face. Reduces by 5% the time it takes Cullen to complete operations.	Recruit Ser Barris (must survive Therinfal Redoubt)

Tip

In the Forces category, consider selecting the More Healing Potions perk to increase the maximum number of healing potions your party can carry from 8 to 12—this can be a lifesaver during tough battles. Advanced Focus and Master Focus are also worth considering, allowing you to gain access to tier 2 and tier 3 focus abilities.

Secrets Perks (Leliana)

Name	Description	Prerequisite
Arcane Knowledge	A detailed study of magic and the places and creatures that interact with it. Opens up new dialogue options related to the Fade or arcane studies. Grants +50% XP for each codex entry unlocked.	—
Optimal Cutting	Detailed studies show how to get the maximum usable harvest from each plant. Grants a 10% chance to receive herbs with each harvest.	—
Eagle-Eyed	Training in spotting where the pattern breaks, in nature or civilization. Grants a significant increase to the discovery range of the searching action.	—
Enhanced Studies	Bolster the number of researchers working to study those who stand against the Inquisition. Grants an additional +50% XP for each foe studied, including those already completed (applied retroactively).	Invest 2 points in Secrets category.
Deft Hands, Fine Tools	The training, gear, and experience working with master locksmiths needed to tackle the toughest and most ingenious locking mechanisms. Allows all rogues in the party to open masterwork locks.	Invest 4 points in Secrets category.
Forward Scouts	With access to a forward training camp, the Inquisition's scouts can receive training to cover a wider area and identify items of interest to the Inquisitor. Reveals additional landmarks and points of interest on the maps of every area.	Capture any keep.

Trainee Herbalists	Gain a collection of tier 1 herbs.	—
Veteran Herbalists	Survival and harsh environment training will push Inquisition herbalists to gather more exotic and rare plants. As part of the training push, a large collection of uncommon herbs will be delivered for personal use.	Trainee Herbalists
Master Herbalists	Combat training, top-line equipment, and experience in both allow Inquisition herbalists to find the rarest of specimens. A large collection of rare herbs will be delivered for personal use.	Veteran Herbalists
Smuggler Tanner (Agent)	Tanner's contacts in the underworld supply the Inquisition with both rare goods and vital information that cannot be obtained elsewhere. Reduces by 5% the time it takes for Leliana to complete operations.	Recruit Tanner.
Witty Ritts (Agent)	Scout Ritts is now under Leliana's commend and has proven herself adept at intelligence-gathering, employing her wit and charm to coax secrets from her targets. Reduces by 5% the time it takes for Leliana to complete operations.	Recruit Ritts.
Servis (Agent)	Servis now aids the Inquisition as an informant. Intelligence from this contacts in the Tevinter Imperium will keep the Inquisition advised of Venatori movement. Reduces by 5% the time it takes for Leliana to complete operations.	Capture and judge Servis.
Frederic of Serault (Agent)	Frederic's extensive research into dragons intrigues scholars all over Thedas and draws them to the Inquisition, which benefits from shard knowledge. Reduces by 5% the time it takes for Leliana to complete operations.	Recruit Frederic.
Speaker Anais (Agent)	Speaker Anais has instructed her followers to spread out and gather information for the Inquisition. Their reports have been extremely useful. Reduces by 5% the time it takes for Leliana to complete operations.	Recruit Anais.
The Eager Recruit (Agent)	The young elven woman from Crestwood has joined the Inquisition. Her enthusiasm and dedication have set her apart from other recruits, and she has found a mentor in one of Leliana's best agents. Reduces by 5% the time it takes for Leliana to complete operations.	Recruit Jana.
A Magister in Disgrace (Agent)	Former Magister Alexius has been pressed into service for the Inquisition, improving its understanding of the arcane with his experience in pushing the boundaries of magic. Reduces by 5% the time it takes for Leliana to complete operations.	Judge and recruit Alexius.

Tip

Have you found a door even your rogues can't open? Acquire the Deft Hands, Fine Tools perk to access these restricted areas.

Connections Perks (Josephine)

Name	Description	Prerequisite
Nobility Knowledge	Detailed study of politics, rhetoric, and those who wield them to best effect. Opens up new dialogue options related to nobles and politics. Grants +50% XP for each codex entry unlocked.	—
Sterling Reputation	Thanks to a few well-placed acquaintances and a carefully crafted reputation, merchants will pay the Inquisition 10% more for items sold to them.	—
A Favor for a Favor	From an expanding network of contacts among artisans, suppliers, and noble patrons, merchants will offer the Inquisition a 10% discount on their goods.	—
Elite Clientele	All merchants want to say they once did business with the Inquisition. Shops offer to buy and sell for 15% better prices.	Sterling Reputation
The Rare Stocks	Inquisition procurers can leverage the organization's reputation to purchase a shipment of rare and valuable raw materials for crafting.	—
Exacting Buyers	A little shrewd negotiation will allow Inquisition procurers to buy a shipment of high-quality materials for their craftspeople.	The Rare Stocks

Only the Finest	A word to the right people, and our Inquisition procurers can bid at auction on the very highest-quality, rare materials for their craftspeople.	Exacting Buyers
The Short List	Merchants eager to win favor from the Inquisition will give access to special offers for rare inventory.	Invest 5 points in Connections category.
Friends in High Places	Where the Inquisition deigns to spend its coin, people take notice. Merchants will send messengers when they have sales at their stores, in hopes the Inquisitor will put in an appearance.	Capture any keep.
Barter by Belle (Agent)	Belle's trading connections all over Thedas give the Inquisition access to valuable commodities and increase its influence with several merchant cartels. Reduces by 5% the time it takes for Josephine to complete operations.	Recruit Belle.
Speaker Anais (Agent)	Speaker Anais has spoken of the Inquisition to her followers. They in turn spread the word of the Inquisition and its mission. Reduces by 5% the time it takes for Josephine to complete operations.	Recruit Anais.
Enchanter Ellendra (Agent)	Enchanter Ellendra was persuaded to use her impressive knowledge of healing and protection spells to aid the Inquisition. Reduces by 5% the time it takes for Josephine to complete operations.	Recruit Enchanter Ellendra.
Fairbanks (Agent)	The rebel Fairbanks's close ties with the commoners in the Dales and his familiarity with the Emerald Graves will contribute significantly to the Inquisition's efforts to gain influence. Reduces by 5% the time it takes for Josephine to complete operations.	Recruit Fairbanks.
Lord Berand (Agent)	Lord Berand of Ferelden has returned to the Bannorn, bearing news of the Inquisition. His voice has turned many to the Inquisition's cause. Reduces by 5% the time it takes for Josephine to complete operations.	Recruit Lord Berand.
Sky Watcher (Agent)	Convinced that the Herald of Andraste was sent by the Lady of the Skies, a shaman of the Avvar tribes has sworn himself to the Inquisition's cause. Reduces by 5% the time it takes for Josephine to complete operations.	Recruit Sky Watcher.
The Noble Cadaver (Agent)	The Grand Duchess Florianne in a pine box is now among the Inquisition's assets. Florianne would be gratified to know that she is as formidable in death as in life (if only because of her odor). Reduces by 5% the time it takes for Josephine to complete operations.	Judge and order Florianne's remains to perform community service.

Inquisition Perks

Name	Description	Prerequisite
Name	**Description**	**Prerequisite**
History Knowledge	Detailed study of Thedas's past. Opens up new dialogue options related to history and the Chantry. Grants an additional +50% XP for each codex entry found.	—
Antivan Tailoring	Antivan tailors are famed for their ability to hide pockets seamlessly in garments. A few words to the Inquisition's friends to the north, and its forces can carry more items in the field. Increases inventory capacity by 15.	—
Imperial Court Tailoring	The best tailors of Val Royeaux, experienced in the intricacies of the Grand Game, can add hidden compartments to armor and clothing, allowing even more items to be carried at once. Increases inventory capacity by 15.	Antivan Tailoring
Tempered Glass Flasks	Better techniques in glass-working make more durable flasks, allowing more potions to be carried safely at one time. Adds one more potion slot for all party members.	—
Exclusive Training	Gain 1 combat talent point, for the Inquisitor only.	Invest 5 points in Inquisition category.
Deeds Renown	A better network of bards and criers makes every Inquisition deed garner more power across Thedas.	Invest 4 points in Inquisition category.
Horsemaster Dennet (Agent)	Dennet lends his considerable experience with the training and handling of various steeds for the Inquisition.	Recruit Horsemaster Dennet.

Tip

If you're constantly running low on inventory space and forced to sell (or destroy) items you'd otherwise keep, consider the Antivan Tailoring and Imperial Court Tailoring perks. Together these perks will boost your inventory capacity by 30.

Developer Tip

As the player gains enough influence to receive new perks, I always make sure to unlock the first perk in each category as fast as possible. These open up new and interesting dialogue options that can alter the flow of conversations in ways that may not be expected.

— Leo Potvin, QA Tester, Testing and QA II

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The War Council

Agents

During your journeys through Ferelden and Orlais, look for opportunities to recruit agents for the Inquisition. Sometimes you must complete certain quests before an agent can be recruited. Other times you must simply talk to them—sometimes it takes convincing from a specific party member to close the deal. Once recruited, agents are assigned to Cullen, Leliana, or Josephine, reducing the amount of time it takes each advisor to complete missions on the war table. Agents also count as a perk point, reducing the threshold necessary to unlock advanced perks within a particular category.

Barter by Belle

- **Locale:** Val Royeaux
- **Affiliated Quest:** The Threat Remains
- **Inquisition Perk:** Barter by Belle (Connections)

After addressing the clerics, speak with Belle, a merchant in Val Royeaux. Frustrated by the lack of action taken by the templars and the Chantry, Belle wishes to join the Inquisition. Accepting Belle into the Inquisition unlocks the Barter by Belle perk, reducing the time it takes Josephine to complete missions by 5 percent.

Enchanter Ellendra

- **Locale:** The Hinterlands
- **Affiliated Quest:** My Lover's Phylactery
- **Inquisition Perk:** Enchanter Ellendra (Connections)

Ellendra can be convinced to join the Inquisition by Vivienne, following the sad news of her templar lover's passing. Alternatively, you can convince her to join if you're playing as a mage, have sided with the mages/templars, or have the arcane persuade conversation option.

Horsemaster Dennet

- **Locale:** The Hinterlands
- **Affiliated Quest:** Horses for the Inquisition
- **Inquisition Perk:** Horsemaster Dennet (Inquisition)

Horsemaster Dennet admits his temptation to leave his lands and wife behind to join the Inquisition, but he is initially unwilling to make the commitment. However, Cassandra or Vivienne can convince him that the cause is righteous enough to join.

Lord Berand

- **Locale:** The Hinterlands
- **Affiliated Quest:** Love Waits
- **Inquisition Perk:** Lord Berand (Forces or Connections)

When you return to Lord Berand at the end of the Love Waits quest, he can be persuaded to either join the Inquisition personally as a soldier or go home and use his influence to help the Inquisition. The Lord Berand perk reduces the amount of time it takes Cullen or Josephine to complete an operation by 5 percent.

Ritts

- **Locale:** The Hinterlands
- **Affiliated Quest:** Strange Bedfellows
- **Inquisition Perk:** Witty Ritts (Secrets)

As part of the Strange Bedfellows quest, Varric or a dwarven Inquisitor is able to convince Ritts that her unique talents are useful, enough that she will become one of Leliana's agents. This perk reduces the time it takes for Leliana to complete a war table operation by 5 percent.

Clemence

- **Locale:** The Hinterlands
- **Affiliated Quest:** In Hushed Whispers
- **Inquisition Perk:** Clemence, the Tranquil (Forces)

After meeting Alexius in the Gull & Lantern tavern in Redcliffe, speak to Clemence. Unhappy with his current role among the rebel mages, Clemence offers to join the Inquisition, giving you access to a new perk. This reduces the time it takes Cullen to complete operations by 5 percent.

Speaker Anais

- **Locale:** The Hinterlands
- **Affiliated Quest:** Praise the Herald of Andraste
- **Inquisition Perk:** Speaker Anais (Secrets or Connections)

After closing the rift during the Praise the Herald of Andraste quest, ask Speaker Anais to “spread word of an Inquisition” to recruit an agent for Josephine (Connections). Or ask her to “listen and gather information” to make her an agent for Leliana (Secrets).

Tanner

- **Locale:** The Hinterlands
- **Affiliated Quest:** Business Arrangements
- **Inquisition Perk:** Smuggler Tanner (Secrets)

A letter found on a dead templar suggests that Tanner is secretly doing business with the templars. Confront Tanner in Redcliffe, near the Chantry. Have Cassandra coerce Tanner into joining the Inquisition to unlock the Smuggler Tanner perk. This reduces the amount of time it takes for Leliana to complete operations by 5 percent.

Corporal Vale

- **Locale:** The Hinterlands
- **Affiliated Quest:** Various Hinterlands Quests
- **Inquisition Perk:** Vale's Irregulars (Forces)

After helping refugees at the Crossroads with a series of small quests, speak to Corporal Vale to receive one of three possible rewards as well as a perk. If you ask Corporal Vale to recruit skilled refugees, you'll gain one power. If you ask that the refugees work for the Inquisition, you'll earn gold. Or ask to grow the Inquisition's reputation to make him an agent.

Sky Watcher

- **Locale:** The Fallow Mire
- **Affiliated Quest:** Rifts in the Mire
- **Inquisition Perk:** Sky Watcher (Connections)

You encounter the Avvar named Sky Watcher; he is staring at a partially closed Fade rift in the Fallow Mire. Opening the Fade rift, killing the demons it spawns, and then properly sealing it with your mark will convince Sky Watcher that there is something to the Herald of Andraste. By doing this, you have a chance to recruit him, after rescuing the soldiers from Hargrave Keep. Be warned that once you exit the area, he'll leave for good, so don't forget to speak to him.

The Blades of Hessarian

- **Locale:** The Storm Coast
- **Affiliated Quest:** Cleaning House
- **Inquisition Perk:** The Blades of Hessarian (Forces)

Craft and equip the Mercy's Crest amulet before approaching the bandit camp—the guards will allow you to enter to challenge their leader. After defeating the Hessarian leader in combat, speak to one of the bandits. The Blades of Hessarian pledge their support to the Inquisition, becoming agents reporting directly to Cullen.

Jana

- **Locale:** Crestwood
- **Affiliated Quest:** None
- **Inquisition Perk:** The Eager Recruit (Secrets)

After encountering the Grey Wardens on the road outside the north gate camp, enter the nearby house to speak with Jana—she's excited the Grey Wardens saved her from the undead and wants to become a Warden herself. Convince her not to join the Grey Wardens. If Solas is in your party he can convince her to join the Inquisition instead.

Frederic

- **Locale:** The Western Approach
- **Affiliated Quest:** The Abyssal High Dragon
- **Inquisition Perk:** Frederic of Serault (Secrets)

Frederic's unique skills as an Orlesian draconologist come to the Inquisition only after a lengthy series of quests, culminating in the slaying of the Abyssal High Dragon. Afterward, he offers to join the Inquisition as a dragon expert. All you need to do is accept.

Loranil

- **Locale:** The Exalted Plains
- **Affiliated Quest:** By the Grace of the Dalish
- **Inquisition Perk:** Loranil (Forces)

To be able to recruit Loranil, you must first earn favor with Keeper Hawen at the Dalish camp. Do this by completing requests of all the Dalish in the camp, and Hawen will admit that he sees your cause in a good enough light that he will allow one of his people to leave the camp. Loranil reduces Cullen's operation times by 5 percent.

Fairbanks

- **Locale:** Emerald Graves
- **Affiliated Quest:** Noble Deeds, Noble Heart
- **Inquisition Perk:** Fairbanks (Connections)

After an extensive series of quests, you have the ability to decide where the man who calls himself Fairbanks ends up: as an agent for the Inquisition or a noble for Orlais, trying to do right for the Dales.

Ser Barris

- **Locale:** Therinfal Redoubt
- **Affiliated Quest:** Champions of the Just
- **Inquisition Perk:** Ser Barris (Forces)

If choose to ally with the templars and complete Champions of the Just, Ser Barris joins the Inquisition. He serves under Commander Cullen, reducing the time it takes to complete Cullen's missions by 5 percent.

Michel de Chevin

- **Locale:** Emprise du Lion
- **Affiliated Quest:** Call Me Imshael
- **Inquisition Perk:** Michel de Chevin (Forces)

Speak to Michel outside the village to learn of Imshael. Defeat Imshael at Suledin Keep and then return to Michel, recruiting him as an agent of the Inquisition, serving under Cullen. If you encounter and defeat Imshael before speaking to Michel, he won't join the Inquisition.

Alexius

- **Locale:** Skyhold
- **Affiliated Quest:** Sit in Judgment
- **Inquisition Perk:** A Magister in Disgrace (Secrets)

If you took Alexius alive following the events at Redcliffe Castle, you can judge him at Skyhold. Sentence him to research magic for the Inquisition to make him an agent serving under Leliana.

Servis

- **Locale:** Skyhold
- **Affiliated Quest:** Sit in Judgment
- **Inquisition Perk:** Servis (Secrets)

After confronting Servis in the Western Approach, return to Skyhold to judge him. Servis can be conscripted as an informant, supplying useful information to Leliana.

Florianne

- **Locale:** Skyhold
- **Affiliated Quest:** Sit in Judgment
- **Inquisition Perk:** The Noble Cadaver (Connections)

If Florianne was killed at Halamshiral, you have the opportunity to judge her remains at Skyhold. Sentence her to community service to give Josephine another agent.

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